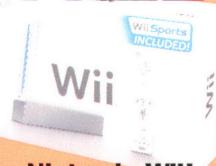


# CHEAT CODES OUT THE WAZOO!

Score a  
**FREE**



Nintendo Wii!

DECEMBER  
**NO. 142**  
2006

# TIPS & TRICKS

CC-50229

wanna be a

## GUITAR HERO II

PICK  
**UNLOCKABLES'**  
**LOCKS** WITH GUITARIST  
ANATOLE BROWN!

DRAGON BALL Z:  
BUDOKAI TENKAICHI 2

PRODUCER INTERVIEW,  
**EXCLUSIVE**  
CHARACTER PASSWORDS!

DECEMBER  
\$5.99 U.S. / \$7.99 CANADA



12

[www.tipstricks.com](http://www.tipstricks.com)

PLUS

TOKYO GAME SHOW!

SNK VS. CAPCOM!

BILL GATES TOUGHER THAN KONG?  
ASK PETER JACKSON!

**SNIKT!**

**BAMF!**  
**THOOM!**



**CONQUER**  
**MARVEL**  
ULTIMATE ALLIANCE!

Endless adventure,  
incredible worlds...



## Children of Mana™



Evil has poisoned the pure heart of the Mana Tree, and now, she calls on her children to save her. Armed with sword, flail, bow, and hammer, and joined by your spirit companion, you must fight to drive back the corruption before your whole world is lost to darkness. Discover the magic within over a hundred gems, and use their power to enhance your own--the Mana Tree is counting on you! For more information, please visit [www.nintendods.com/childrenofmana](http://www.nintendods.com/childrenofmana).



CONTINUE YOUR ADVENTURE AT [WWW.DS-RPG.COM](http://WWW.DS-RPG.COM).

... the Nintendo DS awaits

## MAGICAL STARSIGN™

When a handful of magic students stumble across a rocket hidden on their school's campus, they find themselves launching into an adventure that spans the stars. Blast off for tropical jungles, frozen wastelands, and other exotic locales as you uncover the secret behind your teacher's disappearance. Your magic grows more powerful as your planet moves into alignment--but the same goes for your enemies, too! For more information, please visit [www.nintendods.com/magicalstarsign](http://www.nintendods.com/magicalstarsign).



NINTENDO DS™

Game trademarks and copyrights are property of their respective owners. TM, © and the Nintendo DS logo are trademarks of Nintendo. © 2006 Nintendo

# Contents

ON THE COVER: *Guitar Hero II*™ & © 2006 RedOctane, Inc.  
All other trademarks and trade names are the properties of  
their respective owners. All rights reserved.

DECEMBER  
No. 142  
2006

## Strategy Guides

- Guitar Hero II** 08
- Marvel: Ultimate Alliance** 18
- Dragon Ball Z: Budokai Tenkaichi 2** 26

## Previews

- Select Game Previews** 28

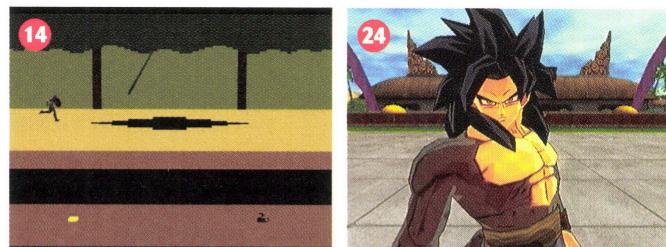
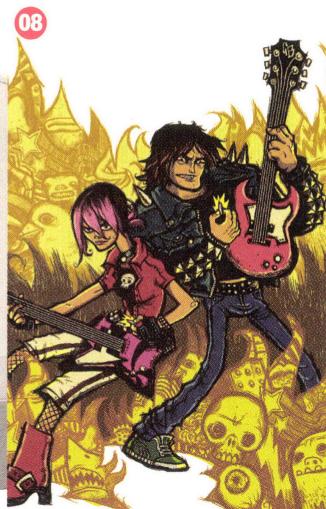
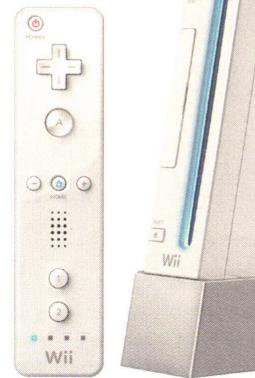
## Departments

- Reader Mail** 40
- Can you play as Giga Bowser in *Super Smash Bros. Melee*?
- Gaming Gear** 43
- New video-game hardware, peripherals and accessories
- Games on Film** 44
- Lord of the Rings* director Peter Jackson hooks up with *Halo*
- Action Packed** 46
- The latest and greatest video-game action figures and toys
- Animation Station** 48
- Video-game anime and cartoons...and games based on anime
- Mega Mania** 50
- The many faces of Roll in *Mega Man: Powered Up*
- Video-Game Comics** 51
- A look at the *SvC Chaos: SNK vs. Capcom* graphic novels
- Gaming 2 Go** 52
- Your source for mobile gaming news, previews and tips
- Online Gamer** 54
- Hands-on with *Resistance: Fall of Man* and *Konductra* online
- Final Fantasy World** 58
- Tokyo Game Show news and *Final Fantasy XII* strategy
- Halo 2 Insider** 63
- More secret spots for you to discover in *Halo 2*
- Sports Desk** 66
- What's inside *NBA 07* (PSP), *Tiger Woods PGA Tour 07* and *FIFA 07*
- Collector's Closet** 68
- Collectible Sports Games, Auction Action and the Room of Doom
- Japan Report** 70
- Sega's home planetarium! Plus: *Yakuza 2* import preview

## Codes

- PlayStation 2** 74
- GameCube** 80
- Xbox** 84
- Game Boy Advance** 90
- Nintendo DS** 92
- PSP** 94
- Xbox 360** 96
- Action Replay** 97
- Mystery Codes** 98

## Win a Wii! See Page 41



FINALLY - THE FIRST THREE  
DRAGON BALL Z MOVIES ON DVD



# DRAGONBALL Z®

## FIRST STRIKE



THE FIRST THREE DRAGON BALL Z  
MOVIES IN ONE GREAT PACK!

DEAD ZONE

THE WORLD'S STRONGEST  
TREE OF MIGHT

INCLUDES ALL NEW ENGLISH 5.1 SURROUND  
SOUND AND ORIGINAL UNCUT JAPANESE AUDIO TRACKS

AVAILABLE NOVEMBER 14TH, 2006

[WWW.DRAGONBALLZ.COM](http://WWW.DRAGONBALLZ.COM)



hastings

Fry's

amazon.com

SUNCOAST

RIGHTstuf  
[www.rightstuf.com](http://www.rightstuf.com)

sam goody

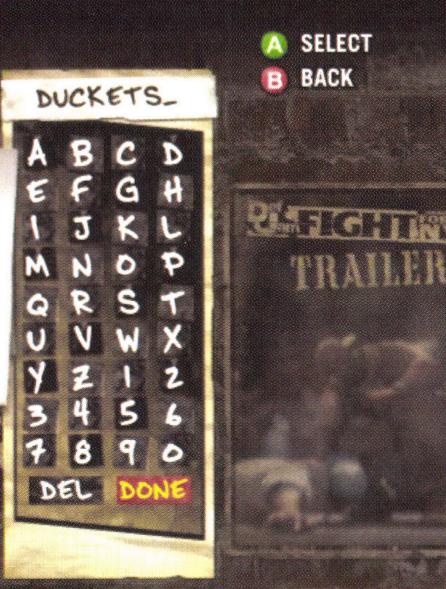
fy

STORE



©2006 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Dead Zone 1989 © Toei Animation Co. Ltd. The World's Strongest 1990 © Toei Animation Co. Ltd. Tree of Might 1990 © Toei Animation Co. Ltd. Licensed by FUNimation® Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION.

## EXTRAS



## Letter From the Editor

**I**magine buying a book; a novel, for instance. And as you progress from one chapter to the next, the writing starts to gradually increase in complexity. The language actually changes so much that by the time you reach the last few chapters, you can't understand what's going on, so you never get to find out how the story ends!

Now imagine buying a movie on DVD. And every time you watch it, your DVD player crashes and reboots to the main menu at some point during the movie—not because of a hardware problem, but because the DVD was made to do this. Sometimes you get halfway through; other times you get lucky and see a little more of the story. But you never reach the end. Worse yet, what if the book or DVD required you to "take a test" before unlocking the next chapter?

These scenarios may sound ridiculous, but this is exactly what happens when you spend \$50 or \$60 on a video game that you can't beat because you don't have the skills. In the early days of *Pac-Man* and *Space Invaders*, this made sense; arcade operators wanted you to pump more quarters into their machines, and players relished the challenge of going for a high score. But many of today's video-game designers see themselves as directors of interactive movies. Their storyline-driven games have linear narratives, and as a paid-in-full customer, you deserve to see them through to completion!

But what if you don't have the cognitive puzzle-solving abilities or manual dexterity that's required to reach a game's ending? Or what if you get stuck on a single level halfway through the game because it demanded a special gaming skill that you do not possess? That's where *TIPS & TRICKS* comes in. Our strategy guides and cheat codes will tell you exactly how to squeeze every last bit of content from those games that you just can't beat. Think of us as a coach...a teacher...a translator who you have hired to make sure you're getting your money's worth out of every game you play.

Now take a look at your game collection and ask yourself: How many of these games have I yet to beat? And what amazing things exist within them that I have never seen?

—Chris Bieniek  
Editor in Chief



## TIPS & TRICKS®

**Publisher**  
LARRY FLYNT

**Executive Vice-President**  
JIM CHAMBERLAIN

**Corporate Vice-President**  
DONNA HAHNER

**Vice-President, Administration**  
LIZ FLYNT

**Editor in Chief**  
CHRIS BIENIEK

**Art Director**  
LISA BEATTIE

**Senior Editor**  
CHARLOTTE CHEN

**Associate Editors**  
GEOFF ARNOLD  
NILES LIVINGSTON III

**Editorial Coordinator**  
ABIGAIL HEPPE

**Contributing Editors**  
ANATOLE BROWN  
PATRICK REYNOLDS

**Contributors**  
ANDY EDDY  
JOSH ENGEL  
MARK JOHNSON  
JEB HAUGHT  
JAMES McDONOUGH  
ADAM PATYK

**Copy Chief**  
PHILIP SANGUINET

**Editorial Assistant**  
KYLEEN BROMLEY

**Network Systems Director**  
ANDREA LANDRUM

**Network Systems Administrator**  
LISA JONES

**Production Manager**  
BRIAN STURZENACKER

**Traffic Coordinator**  
RUSTIN KNUNDSON

**National Advertising Director**  
BRIAN DUNN  
(323) 951-7905  
FAX: (323) 651-0651  
(ADVERTISING INQUIRIES ONLY;  
NOT A TIP HOTLINE)

**Advertising Production Director**  
GINA J. LEE

**Advertising Production Coordinator**  
WENDY CAMACHO

FOR SUBSCRIPTION INFORMATION,  
CALL 1-800-621-8977  
(SUBSCRIPTION INQUIRIES ONLY;  
NOT A TIP HOTLINE)

  
Audit Bureau of Circulations  
Member

  
Game rentals provided by  
**GAMEFLY**  
www.gamefly.com

**Vice-President, Circulation & Distribution**  
GERRY AWANG

**Vice-President, Human Resources**  
LYN HELLER

LFP PUBLISHING GROUP, LLC DOES NOT  
ENDORSE AND ASSUMES NO LIABILITY FOR  
ANY OF THE PRODUCTS OR CLAIMS OF  
SERVICE ADVERTISED IN THIS MAGAZINE.



# Every pack of Magic: The Gathering® Comes With 15 Cards. And Endless Possibilities.

When you open a pack of Magic, you're opening a world of options that go far beyond a mere game.

You hold the keys to a community of players just like you.

The ticket to play in tournaments in town and around the world.

And the chance to grab your share of over \$3 million in cash and prizes, handed out every year.

Find out what over 6 million Magic players already know: It's one game with many opportunities.

Download a demo at  
[playmagic.com](http://playmagic.com)

All trademarks are property of Wizards of the Coast, Inc. © 2006 Wizards.

**MAGIC**  
The Gathering®  
TRADING CARD GAME

# hard mode blues



Hard difficulty mode is where all the advanced fingering and picking techniques come into play. Going from Medium to Hard is almost like learning the game from scratch. Going from Hard to Expert, however, is not nearly as intimidating once you've developed the essential advanced skills in Hard mode. We'll briefly go into Expert mode techniques, but the main goal here is to get you familiar with essential Hard mode skills so you can apply them to the rest of the game. Let's go over some basic *Guitar Hero* rules so we start off on the right foot:

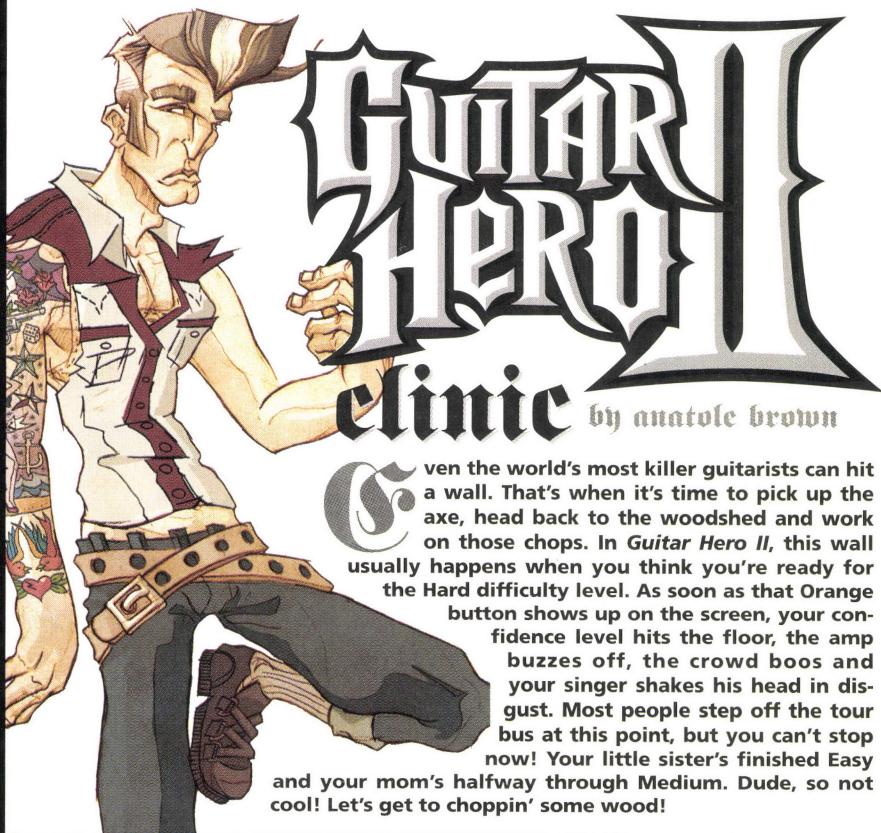
★ Stand up! Sitting down is just bad rock 'n' roll form. If you must sit down, however, use a chair without any armrests (like a stool) so your arms aren't cramped.

★ Musicians always look ahead in the song sheet while they're playing. The same thing applies here; look ahead toward the top of the screen as much as possible. You'll be amazed to see that your hand automatically plays the pattern you saw a split-second earlier. If you simply react to the falling notes as they hit the bottom of the screen, you won't get too far in Hard or Expert.

★ If you're messing up in the middle of the song, take your hands off the fret board and stop picking! Remember, if you continue to play bad notes, you will fall into the red zone faster than if you don't play anything at all. Just stop, compose yourself and come back in at an appropriate spot (like at a Green button).

★ Sometimes you just have to quit posing and pull up the straps. Sure, you look like a dork with the guitar right up against your chest, but some of the fastest shredders wear their guitars up high. Your arms have very limited motion when they are slung low.

★ If you're having trouble completing a song, put the guitar down and try again the next day. This advice can be applied to any game, but it's particularly effective and noticeable in both *Guitar Hero* games. There's something about the music-based nature of the game that makes "sleeping on it" the best cure for stiff fingers. In fact, many musicians say that sleep is the best way to prepare for a flawless performance!



by anatole brown

Even the world's most killer guitarists can hit a wall. That's when it's time to pick up the axe, head back to the woodshed and work on those chops. In *Guitar Hero II*, this wall usually happens when you think you're ready for the Hard difficulty level. As soon as that Orange button shows up on the screen, your confidence level hits the floor, the amp buzzes off, the crowd boos and your singer shakes his head in disgust. Most people step off the tour bus at this point, but you can't stop now! Your little sister's finished Easy and your mom's halfway through Medium. Dude, so not cool! Let's get to choppin' some wood!

## proper timing

There are no more excuses for blaming your gear with the new calibration option. Enter the "Calibrate Lag" option in the Video Settings menu and adjust the timing of your picking to the falling dot on the screen. The game says it's meant for "HDTV lag," but you should calibrate for lag even if you don't have a fancy-pants TV. The simple fact is that everyone plays differently. Some musicians like to play "on top of the beat" (0 ms offset), while others tend to play "behind the beat" (high lag offset); it's just a matter of personal style. So calibrate your own "personal lag"—you'll be surprised to see how many milliseconds the offset rate can be! You may even have to calibrate between each song, since each one has a different "feel."



## practice!

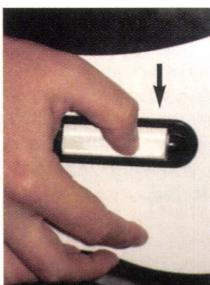


Rock musicians hate that word, but it's really what separates the posers from mega-shredders. The new Practice mode is the greatest feature in *Guitar Hero II*, so use and abuse it! As you played through Easy and Normal, a lot of what you were doing was merely reacting to the buttons on the screen. In Hard and Expert modes, several passages will be tough to make out at full speed; you'll need to take a closer look at these sections in Practice mode. Although you can set the practice speed to "Slowest," it's better to practice at faster speeds so you're closer to "Full Speed." Pay attention to your completion percentage; make sure you are hitting about 80% or more of the notes before picking up the speed.

In the following sections, I will refer to parts of songs by the way they appear in the Practice menu, such as "Main Riff 1" or "Chorus 2."

# picking styles

There isn't really a "proper" way to pick with the Strum Bar, but different picking methods have their own strengths and weaknesses. Even for real guitarists, developing advanced picking techniques is a continual learning process, so don't feel bad if your strumming hand isn't as coordinated as your fretting hand. Soon you will learn what's best for you, but the best player will mix up all styles to fit each situation.

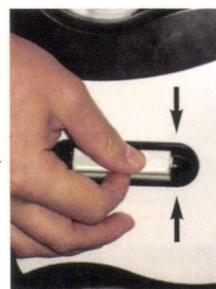


## Down-picking

Most people start out with the standard down-picking style, where you basically jab the Strum Bar downward with your thumb. Metalheads and punk rockers tend to down-pick all their notes, but it can be pretty impractical for 16th- and 32nd-note passages in the game, especially during those light speed solos and roaring fast riffs in Expert mode. Your thumb will feel arthritic the next morning! Thumb picking can actually get you pretty far in the game, even on "Expert," but you will end up missing a lot of notes along the way.

## Up-and-Down Picking

The preferred method of playing the Strum Bar is to pinch the bar with your thumb and index finger. This will allow you to quickly move the Bar up and down, almost like using a real guitar pick. It takes a little practice, but you'll notice that it's the most efficient way to produce fast, evenly-spaced notes. Try to break the down-picking habit by playing easier songs with the up-and-down picking method.



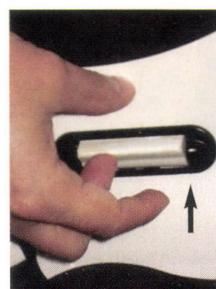
## Guitar Picking

Some people have suggested using an actual guitar pick to "pick" the Strum Bar. I've tried this method and it actually worked quite well in Medium mode and some earlier songs in Hard. I used a regular guitar pick with a thickness rating of 1.0 mm (not too hard and not too soft) and saw no visible damage to the guitar, but I still caution anyone who tries it to be ready for some flakes of gloss to come off the paddle. Once 16th and 32nd notes are introduced in the songs, however, the pick becomes a bit unwieldy and imprecise. It's a fun party gimmick, at least.



## Bass Fingers

If you're playing the bass part in Multiplayer and Practice mode, you might want to try "plucking" the Strum Bar just for fun. Bass players are generally divided into two camps in rock: pick bassists and finger bassists. If you want to play like a finger bassist, use your index and middle fingers to pluck the Strum Bar by clicking it upwards. Alternate your index and middle fingers on fast passages, almost like you're having them run like little legs on the Strum Bar. It's not that easy to play like this, but if you can play the bass part like this in "YYZ," you'll be a legend!



# Star power



We all know how to get Star Power, but people have trouble knowing when to activate Star Power. During the early going, most of us use the Star Power to get through tough sections and "wing it," but this is actually a complete waste of potential points. It's fine if you're having trouble getting through a song, but once you've mastered the song you should take full advantage of its mesmerizing powers!

If you're going for a high score, the best time to launch the Star Power is when your combo meter is up to "x4." Doing this will double the combo chain to "x8," the maximum combo multiplier in the game. Ideally, you should lift the guitar neck upward to activate Star Power, but pushing the SELECT button will do the same thing. Using the neck, however, will allow you to continue playing, while the SELECT button method will sometimes interrupt a note and disrupt an ongoing combo. Use the palm of your hand to push the SELECT button if you don't want to use the lift-the-neck method.



# bar chords

The "bar chord" (a.k.a. barre chord) fingering pattern will be the most prominent feature in the opening set of Hard mode. The bar chord is played by holding down two buttons separated by one button in the middle. The most common way to finger this chord is with your index and ring finger. This same fingering can be moved up and down the neck, like a real guitar bar chord, and allows you to play chord-heavy passages quicker than by changing your fingering.

Bar chords essentially divide the neck into three parts. Numerous songs in *Guitar Hero II* use this bar chord structure and change it up in various ways. Of course, you can play these two-note chords any way you want, but the bar chord concept will help you to visualize the fret board as three distinct divisions. Notice how the following bar chord fingering examples create manageable portions—it's a lot better than thinking of the fret board as five separate buttons!

## "Mother" – Intro and Verse (Hard)

These two sections have the best examples of moving bar chords. Note that the same fingering can be moved up and down the fret board. Now you're playing the game like a real guitarist!



## bar chords continued

### "Surrender" — Verse 1a (Hard)



This section changes up the bar chord a little by introducing a shuffle; the bar chord is broken up and played as individual notes. This similar rock 'n' roll shuffle pattern appears in many different songs.

### "Heart-Shaped Box" — Verse 1 (Hard)

The same descending motion as "Mother" is used here, except all three notes are now played individually at each of the three positions. At this point, you should be able to see that Hard and Expert modes are actually very organized and not just a flurry of notes.



## bar chords advanced

By the time you get to Expert level, you'll have to start using your ring and pinky fingers to lay down some bar chords.

### "Shout at the Devil" — Verse 1 (Expert)

The two higher bar chords—Red/Blue and Yellow/Orange—should be played with the ring and pinky fingers so you can hit the Green/Yellow chord quickly.



### "Mother" — Verse 1 (Expert)



Although you can still play the Intro as regular bar chords, the Verse throws in an arpeggiated chord in the lower portion of the neck, so the higher bar chords need to be played with the ring and pinky fingers.

## hammer-on & pull-off

The "Advanced Techniques" Tutorial option does an excellent job of explaining the hammer-on and pull-off features, but the examples they use are much too easy. When you try it in an actual song, it feels like you haven't learned a thing! The key to nailing those hammer-on and pull-off passages is proper timing. Many players end up picking every single note, thinking that the whole thing is a sham. This actually causes many incorrect notes to be played, thus killing any chance for chaining a long combo. This is particularly true in "Woman" and "Freya"—they are both filled with frisky ascending and descending passages that cannot be played with regular picking. Picking is a tough habit to break, but try playing the following passages with hammer-on and pull-offs; when you get a hang of it, you'll find that the notes actually sound smoother and less forced.

### "Woman" — Intro (Hard)

The short, three-note lick in between the chords is a great place to start using the hammer-on technique. Picking these notes is simply impractical and will be hard to repeat with precision.



### "Woman" — Bridge (Expert)

This bridge section is entirely composed of pull-offs. It almost feels like you're peeling your hand off the fret board, finger by finger. Note that these lines can be played by moving your hand down the neck in segments of threes.



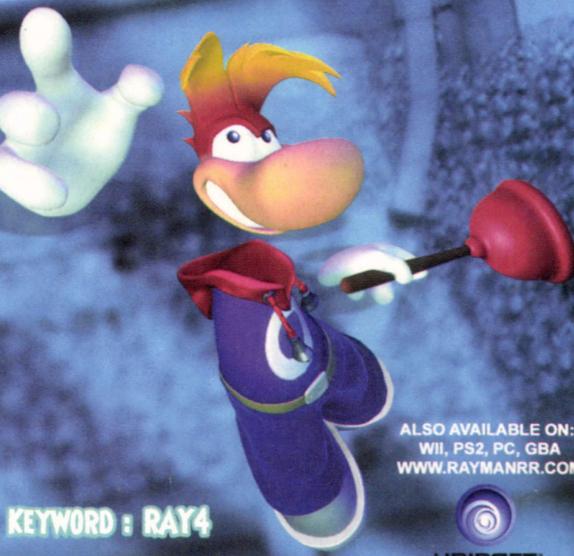
### "Freya" — Main Riff 1 (Hard)

Note how this passage starts with a picked note, followed by a hammer-on and ending with a series of pull-offs. Picking any note after the first note will disrupt the sequence and ruin your combo.



# RAYMAN RAVING RABBIDS™

RAYMAN IS BACK  
ON YOUR SPRINT MOBILE PHONE!



ALSO AVAILABLE ON:  
WII, PS2, PC, GBA  
[WWW.RAYMANRR.COM](http://WWW.RAYMANRR.COM)



KEYWORD : RAY4

TEXT THE GAME'S KEYWORD TO 82174 NOW TO GET RAYMAN: RAVING RABBIDS OR ONE OF THESE OTHER GREAT GAMES! Standard text messaging rates and game charges apply.

Tom Clancy's  
**SPLINTER CELL**  
DOUBLE AGENT



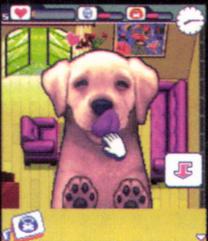
Keyword : SCDA

Tom Clancy's  
**RAINBOW SIX VEGAS**



Keyword : R6LV

**DogZ**



Keyword : WOOF

**BRAIN CHALLENGE**



Keyword : SMART

**TROPICAL MADNESS**



Keyword : TROP

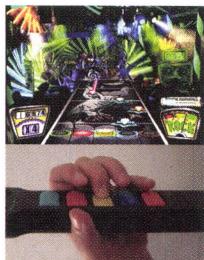
© 2006 Gameloft. All Rights Reserved. Gameloft, the Gameloft logo, Brain Challenge and Tropical Madness are trademarks of Gameloft in the U.S. and/or other countries. Under license by Ubisoft Entertainment. Ubisoft, Ubisoft logo, Rayman Raving Rabbids, the character of Rayman, Dogz, Splinter Cell Double Agent and Sam Fisher are trademarks of Ubisoft Entertainment in the US and/or other countries. Rainbow Six is a trademark of Red Storm Entertainment Inc. in the US and/or other countries. Red Storm Entertainment Inc. is a Ubisoft Entertainment company. © 2006 Sprint Nextel. All Rights Reserved.

Sprint

**gameloft**  
[WWW.GAMELOFT.COM](http://WWW.GAMELOFT.COM)

# neck positioning

Throughout Normal and Easy, the Green button acts as the "base" note that's assigned to your index finger. In Hard and Expert, however, you need to learn to shift the index finger up to the Red button to create a second "base." This is similar in concept to the bar chord idea, except here you are dividing the neck into two portions: four notes starting from the Green button and four notes starting from the Red button. Many riffs and passages require you to shift between these two positions—they key is to quickly visualize where the shifting occurs in a long passage that uses all five buttons.



## "Shout at the Devil"—Chorus 1 (Hard)

This is the first time in the game where you need to shift your hand upward to the "Red position" in order to play the short lick between the main riff. Get used to playing this short lick, then quickly going back down to the "Green position" for the main riff.



## "Monkey Wrench"—Gtr Hook 1 (Hard)

The fast descending pattern in "Monkey Wrench" may look like a flood of notes, but the overall pattern is merely breaking the neck up into two sets of four buttons.

# the quick slip

Messing up the intro to "Sweet Child O' Mine" can be a pretty frustrating experience, especially when the crowd is chanting for an encore! Continuing on the "Neck Positioning" philosophy, certain passages are primarily centered on the Green or Red four-button set, but will briefly "slip" a Green or Orange button into the phrase. For example, while playing a riff centered on the Red position (four fingers on the Red, Yellow, Blue and Orange buttons) a Green button may briefly appear. This is best played by briefly slipping your index finger down to the Green button and quickly sliding it back up to the Red button to finish the phrase.



## "Sweet Child O' Mine"—Gtr Hook (Hard)

The main hook starts on the Green position, moves up to the Red position, goes back down to the Green position and then stays up in the Red position. While in the final Red position, however, the index finger needs to occasionally "slip" down to the Green button. Just imagine that the Green button is a brief "visitor" to the tag end portion of the main hook.

## "Message in a Bottle"—Verse (Expert)

This shows a reverse example where the pinky needs to "slip" up to the Orange button while in the Green position. Note that this ties the end of the riff to the start of the same riff as it repeats; you're basically changing up the pattern from the way you started the song.



# the stretch

Sometimes the riff demands that you stretch your hand all the way between the Green and Orange buttons. These sections are pretty tough if you have small hands, but there is basically no way you can move your hand fast enough here. The multiple Bridge section of "Freya" is the most horrific example of utilizing the stretch method. The single notes in Hard mode are painful enough, but Expert mode introduces chords, making it one of the most brutal progressions in the game. If there is just no way to play these sections, you may want to skip one of the notes, like the bottom Green button, and play the other notes as flawlessly as possible.

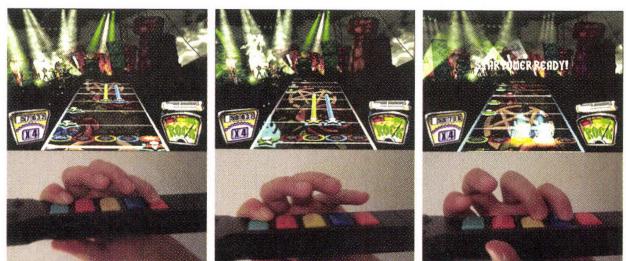
## "Freya"—Bridge a to Bridge c (Hard)



Fortunately, the Green button can be held down throughout the Bridge section in Normal mode because it's made up of single notes. In Expert mode, however, the Green button needs to be let go because chords are introduced.

## "Hangar 18"—Verse 1 (Hard)

Stretching to the Orange button with your pinky allows your index finger to stay on the pulsing Green note. Make sure you let go of the Green button when you hit the two-note chord.



## monster chord transitions

As you start playing Expert mode, you will run across some metacarpal-shattering chord progressions. These sections should be reviewed in the Practice mode so you can get used to the fast chord changes. The key to playing them is to try to keep your fingers close to the fret buttons as much as possible. Many beginners tend to splay their fingers away from the fret board when they're not in use. By keeping your fingers up close to the board, you will have less distance to move as you play each chord.

### "Them Bones"—Main Riff (Expert)

The main riff uses the dreaded three-note chord at every turn. Get used to holding the three-note chord by itself apart from the song, so your fingers will memorize the positioning every time your eyes see it.



## fast picking

As mentioned earlier, down-picking every note is only going to get you so far in this game. By the time you reach "Psychobilly Freakout" in Expert mode, all of your bad down-picking habits will be exposed and you'll need to re-learn how to play the game from scratch! Start practicing the up-and-down picking method early so you aren't hit by this wall late in the game.

### "Hangar 18"—Gtr Solo 3b (Hard)

16th notes are suddenly added during the guitar solo in Hard mode of "Hangar 18." If you're a down-picker, the best thing to do is to quickly pinch the bar for a quick up-down-up toggle so you can go back to down-picking on the next note.



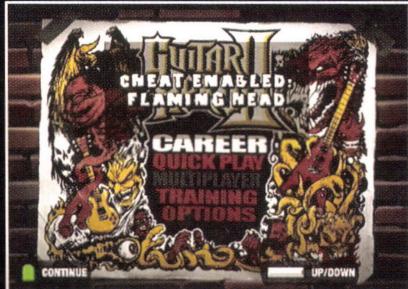
### "Rock This Town"—Verse 1 (Expert)



This section is quite different from Hard mode; the standard "rock 'n' roll shuffle" is replaced with a fast rolling motion. Although this section can be played with down-picking, an up-and-down picking motion will help you to synchronize your fretting hand to roll from the Yellow button to the Green button and back again.

## cheats

Enter the following codes at the main menu with your guitar controller. If you enter the code correctly, a confirmation code will appear on the screen. Entering the same code again will disable the code.



"Air Guitar" (guitar turns invisible)—Yellow, Yellow, Blue, Orange, Yellow, Blue

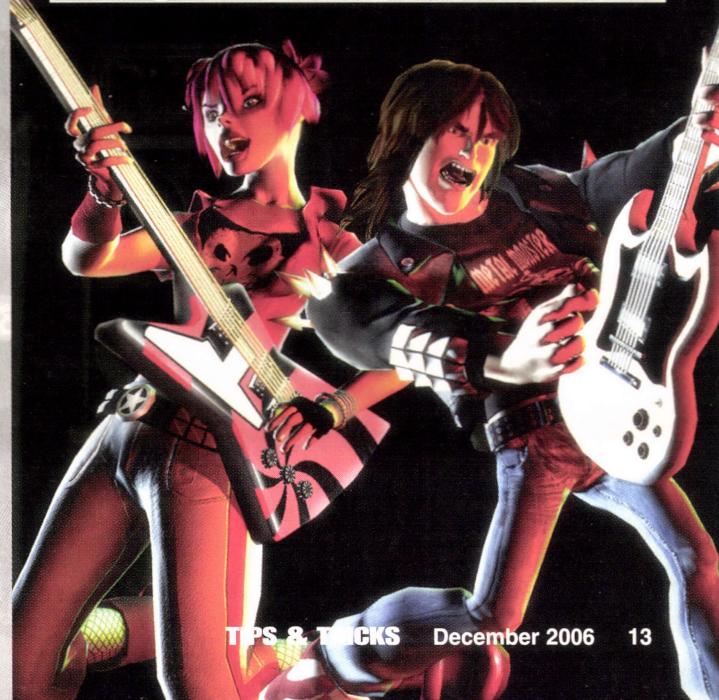
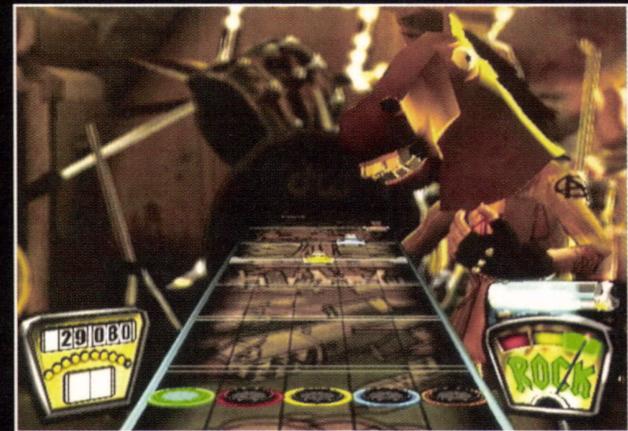
"Hyper Speed Track" (increase track speed by 1.5x normal)—Orange, Blue, Orange, Yellow, Orange, Blue, Orange, Yellow

"Flaming Head" (guitarist's head is flaming)—Orange, Yellow, Orange, Orange, Yellow, Orange, Yellow, Yellow

"Horse Head" (band has horse heads)—Blue, Orange, Orange, Blue, Orange, Orange, Blue, Orange, Orange, Blue

"Eyeball Head Crowd" (crowd has eyeball heads)—Blue, Orange, Yellow, Orange, Yellow, Orange, Blue

"Monkey Head Crowd" (crowd has monkey heads)—Orange, Blue, Yellow, Yellow, Orange, Blue, Yellow, Yellow





STRATEGY GUIDE BY PAT REYNOLDS

MARVEL™

# ULTIMATE ALLIANCE

Anyone who has played the *X-Men Legends* games will be instantly familiar with *Marvel: Ultimate Alliance*. It takes the core gameplay concepts of *Legends* (fast-paced team-based action with some RPG elements) and expands the roster of playable heroes to include nearly two dozen luminaries from the Marvel stables. In addition to the expected X-Men, you'll get to step into the boots of Captain America and the Avengers, the Fantastic Four and a multitude of other heroes. You can mix and match heroes to form your own ultimate fighting machine, or keep your group of four powerhouses within their pre-established teams to get added benefits. Whatever heroes you choose, they'll face a new threat to the Marvel universe: Dr. Doom has assembled the Masters of Evil, a conglomerate of dozens of villains bent on nothing less than world domination!

## SUPER TEAMS



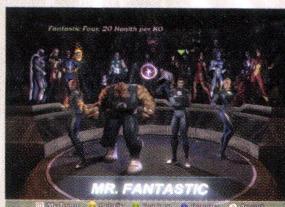
### THE AVENGERS

HEROES: Captain America, Thor, Iron Man, Ms. Marvel  
TEAM BONUS: +5% Damage



### X-MEN

HEROES: Wolverine, Colossus, Iceman, Storm  
TEAM BONUS: +15% Max Energy



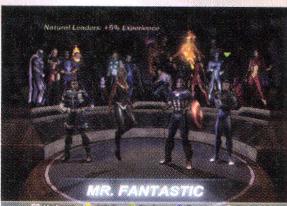
### THE FANTASTIC FOUR

HEROES: Mr. Fantastic, Invisible Woman, Thing, Human Torch  
TEAM BONUS: 20 Health per KO



### THE NEW AVENGERS

HEROES: Captain America, Iron Man, Luke Cage, Spider-Man, Spider-Woman, Wolverine  
TEAM BONUS: +5 All Resistances



### NATURAL LEADERS

HEROES: Captain America, Mr. Fantastic, Storm, Dr. Strange, Nick Fury  
TEAM BONUS: +5% Experience



### FEMME FATALE

HEROES: Ms. Marvel, Storm, Invisible Woman, Elektra, Spider-Woman  
TEAM BONUS: +5% Damage



### NATURAL FORCES

HEROES: Thor, Storm, Iceman, Human Torch  
TEAM BONUS: 5% Damage Inflicted as Health Gain



### SUPER NATURAL

HEROES: Dr. Strange, Thor, Ghost Rider, Blade  
TEAM BONUS: +5 Health Regeneration



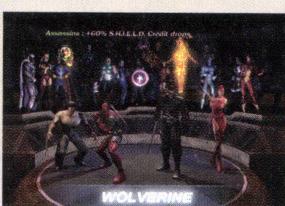
### BRUIERS

HEROES: Thing, Luke Cage, Captain America, Colossus, Ms. Marvel  
TEAM BONUS: +15 Striking



### WEAPON SPECIALISTS

HEROES: Elektra, Deadpool, Nick Fury, Blade, Captain America  
TEAM BONUS: +5% Criticals



### ASSASSINS

HEROES: Elektra, Deadpool, Blade, Wolverine  
TEAM BONUS: +60% S.H.I.E.L.D. Credit drops



# WALKTHROUGH

The main storyline of *Marvel: Ultimate Alliance* is broken into five acts, each with multiple missions to undertake. This walkthrough focuses on the main goals of each mission—you'll find various side goals that are optional as you play. At the end of the game, the Watcher will take you on a guided tour of the future you've helped create, depending on how many of these optional acts of heroism you completed, so go out of your way to finish them whenever possible.

## ACT 1

### STAGE 1: S.H.I.E.L.D. HELI-CARRIER UNN ALPHA



You'll face off against Scorpion early in this stage. He'll provide the first test of your new team's abilities, but he's not much challenge at all—take out the Ultron Warriors first, then focus all of your damage on Scorpion until he drops.

In the locked room, pull the damaged power source out of the wall and replace it with the fresh one that's sitting in this corner. Use the reactivated control panel to power down the force field blocking the door.



In the missile bay, destroy the two control consoles at the opposite ends of the room to thwart the Masters of Evil's plans. Unfortunately, one missile will launch anyway, so you'll need to head to the control room—and give Bullseye a spanking on the way.



To get into the next area of the carrier, your team needs to activate two control panels at the same time. If you're playing solo, have one hero stand in front of a console and activate it, then switch to another character and repeat for the second console.



Winter Soldier and Radioactive Man will team up to stop the heroes from saving the damaged carrier. Gang up on one of them and ignore the other—after taking enough damage, they'll both turn tail and run away. Chase them down and you'll face them again. Focus on one at a time to put them both out of commission.

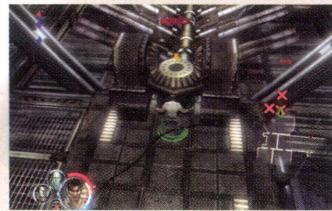


Fin Fang Foom is the final challenge of this stage. When he's on the carrier deck, stay back so you can avoid his flame breath and claw swipes. Take shots at him with ranged attacks like Captain America's shield throw or Iron Man's plasma blasts. When Fin takes to the air, run forward and man the turret. Use it to damage the beast when he flies past, causing him to land again. A steady stream of Ultron Warriors will help to keep your health and energy up; defeat a few of them if you run low.



### STAGE 2: OMEGA BASE

Your first order of business on the Omega Base will be to destroy the mechanisms powering the drive train. The first couple are easy to find and not guarded—pummel them until they explode, then go looking for the remaining ones.



You'll have to defeat Crimson Dynamo before you can finish off the drive train. He's not very tough to defeat, but he's got a nasty explosion attack that can quickly drain your health. Attack him with ranged weapons and powers to keep your team in good shape.



Mysterio is the next enemy you'll face, and he can be tough. He will create clones of himself and gang up on a single hero, quickly beating him or her into submission before targeting another member of your team. Use area-of-effect attacks as much as possible to damage all of the clones at the same time.



In the chamber with the glass floor, get to the catwalk and pull the large metal container from the corner over to the spot where the railing is broken. Push it over to shatter the glass, then drop into the pit to continue into the next area.



The cannon you'll need to use against the helicopter will be heavily guarded, and you'll have a very short time limit to activate it. Quickly defeat the guards and man the cannon—it will automatically shoot down the chopper.



M.O.D.O.K. is the final challenge of the Omega Base. He'll begin the fight by asking you a few trivia questions—these are generally science-based and there's not any real penalty for answering incorrectly aside from getting another question. When you've answered three questions correctly, the fight will be on! M.O.D.O.K. has two attacks that he uses continuously. The first is a targeted laser that you can easily avoid because he'll charge it up for a second before firing. The second is a short-range area-of-effect blast that can knock back any heroes in melee range of himself. Get close and hit him with a combo or two, then back out of range of his blast. There are plenty of guards who will drop ample amounts of health or energy when you beat them, allowing you to stay alive through the battle.

## STAGE 3: ATLANTIS

You'll find Namor trapped inside a bubble. Defeat the guards and use the control panel to release him. Head into the Temple of Negrete first.



Search the temple until you've found two Eyes of Negrete and the Trident Head. Use these items to open the door leading to the seaweed that's needed to revive Namor.

Byrrah and Krang will try to stop your progress, but they're easily defeated. Team up against Byrrah, first as he's much weaker and will drop faster than Krang.



To open the throne room, place the bead left behind by Attuma into the pedestal in the antechamber—this will open the two doors in the side walls. Swim across the abyss in each of these rooms to collect the bead on the other side, then place both beads into the pedestals near the door to the throne room.

Tiger Shark and Attuma will attack together, and because of their natural ability to fight and swim underwater, they're extremely formidable. To defeat them, you'll need to even the odds. Look for the control panels on either side of the room—they activate the nearby vents, sucking water downward and creating a gravity well for a short period of time. Lure the enemies into this vortex and you'll have a few seconds to beat the tar out of them before they can swim away again. Simply repeat this process until you've defeated Attuma and his minion.



The Kraken is a fearsome beast that can't be defeated by normal means. Defeat the Atlanteans that appear and the Kraken will blast open one of the four pillars in the

chamber. Swim into the opening to begin a reflex mini-game—press the correct buttons as they appear onscreen to cause the Kraken to topple the pillar onto its head, causing damage.

## STAGE 4: VALLEY OF SPIRITS

Dragonman will be your first challenger in the Valley of Spirits. He's not difficult—let your crew attack him at close range and hit him with ranged attacks to take him down fast.



Ultimo is big, but surprisingly easy to defeat. Hit the big lug with everything you have.



To progress through the stage, you'll need to jump across the gaps in the walkway when the dragon heads on the wall stop breathing fire. If you miss the jump and fall to the floor below, look for the tapestry on the wall—you can use it to climb back up.



When Grey Gargoyle appears, watch out for two things. First, his grabbing attack will paralyze its target for several seconds. It's easy to see coming, thanks to a long windup, so getting out of the way isn't hard. Second, healers will appear throughout the fight that grant Gargoyle the health regeneration ability. When a healer appears, you'll need to defeat it quickly to keep Gargoyle from gaining too much health.



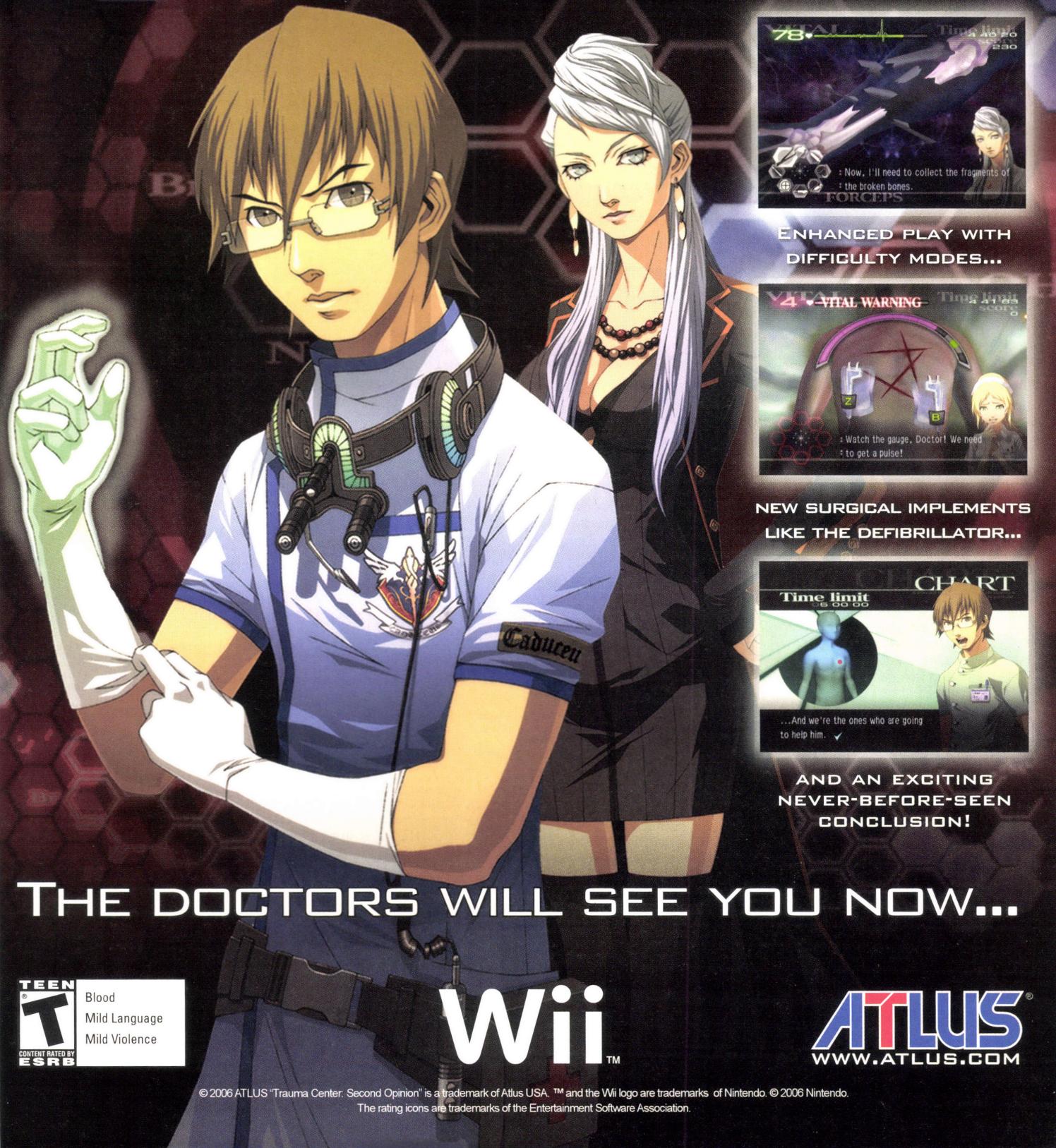
The Mandarin fight has three stages. Initially he'll fight your team in the central room. When he takes enough damage, he'll teleport into one of the side rooms and send exploding drones and Ultimo Mk IIs to attack you. Find the active teleporter (the glowing one) and lead one of the

exploding drones into it. After Mandarin's guard is gone, teleport into the room and continue fighting him. Eventually he'll teleport into another room and you'll have to repeat the process.



# TRAUMA CENTER™ SECOND OPINION

IT TAKES YEARS OF MEDICAL SCHOOL, RESIDENCY, AND CLINIC DUTY TO BECOME A SURGEON AND SAVE LIVES. OR, YOU COULD SKIP ALL THAT AND PUT IN A FEW HOURS AFTER DINNER.



ENHANCED PLAY WITH  
DIFFICULTY MODES...

NEW SURGICAL IMPLEMENTS  
LIKE THE DEFIBRILLATOR...

...And we're the ones who are going  
to help him. ✓

AND AN EXCITING  
NEVER-BEFORE-SEEN  
CONCLUSION!

THE DOCTORS WILL SEE YOU NOW...

**Wii™**

**ATLUS**  
www.atlus.com

**TEEN**  
Blood  
Mild Language  
Mild Violence

CONTENT RATED BY  
ESRB

© 2006 ATLUS "Trauma Center: Second Opinion" is a trademark of Atlus USA.™ and the Wii logo are trademarks of Nintendo. © 2006 Nintendo.

The rating icons are trademarks of the Entertainment Software Association.



**ACT 2****STAGE 5: MURDERWORLD**

Run down the hallway, using powers to blast through the gates. After the spiked wall stops moving, push it into the wall to reveal a hidden area.

Jean Grey is controlled by Arcade and will attack, but she's not much of a threat since it's four against one. Hit her with your best power attacks to prevail.



To exit the big top, you have to play the arcade game. For those of you not old enough to remember the Atari 2600 days, the game you'll be playing is the original *Pitfall!*, with your superhero replacing



Pitfall Harry! Run, jump and survive through several stages of old, old, old-school gaming until you reach the device that Arcade cleverly hid inside the game.



Inside the giant pinball machine, you'll have to seek out two bosses—Shocker and Rhino. Each one fights you alone, so you won't have any trouble defeating them with your team of heroes.



To escape from the pinball game, destroy each set of targets (the ones with faces painted on them). This will take out the flippers blocking the way to the exit. Collect the first golden ticket on the way out.



In the fairgrounds, use the mallet to hit the target on the "test your strength" game to raise the gate. Play the Claw Challenge game in the next area to unlock Blade! Collect the second golden ticket from the bumper car attraction. With both tickets, return to the big top and use

them to open the gate inside the tent.

To defeat the Arcade Bot, wait until it's near the center of the area (look for the bullseye painted on the ground) and then run into one of the trap doors in the ground. You'll be launched at the giant 'bot. Hit the buttons that appear onscreen in the correct order to damage the metal giant. Repeat a few more times for an easy win.

**STAGE 6: MEPHISTO'S REALM**

To stop the endless onslaught of Mephisto's minions, grab the axe from the pedestal near the cluster of three trees. Use the axe to chop down the trees. When the remaining minions are defeated, a portal will open up between the trees.

At the end of the second area, you'll need to defeat two enemies on the glowing altar part of the raised section. This will open a portal that takes you to the next area.



In the third area, defeat the enemies to lower the force field blocking the small niche in the wall. Grab the torch from inside and use it to re-ignite the four urns in the main room, opening yet another portal. In the next area, ignore the enemies (they're invulnerable) and destroy the statues to open the portal.

In the final portal chamber, throw the enemies into the lava pool in the center of the room to lower the platform. When the platform descends to ground level, the portal will appear.



To rescue Ghost Rider, destroy the anchors at the ends of the chains. They're marked on your mini-map with Xs. When this is done, you'll need to choose one member of your team to take Ghost Rider's place as a prisoner until the end of the mission.



There's no real trick to defeating Blackheart except that you'll need to fight him several times. Each time he's defeated, he'll respawn from one of the pods located around the room. Destroy these pods whenever you spot them. As for Blackheart himself, just pile on the damage until he drops—he's pretty weak. When the final Blackheart is defeated, the barrier at the gate will disappear.



The battle against Mephisto is a long one. First, you'll want to destroy the statues around the circle in the middle of the room. To do this, wait until Mephisto conjures his magical sword, then use the action button to take it from him. Use the sword to destroy each of the statues, releasing your lost comrade, who is now under Mephisto's control. Now, you must whittle Mephisto's health down until his bar turns purple. When this happens, an event will begin that will finish the battle automatically.

**ACT 3****STAGE 7: BIFROST BRIDGE**

On the bridge, you'll need to locate the large signal pyres and use the nearby torches to set each one ablaze. When all of the pyres are lit, the gates leading into the next area will open.

To get past the stone obelisks, check each one for the symbol on its side, then match it to one of the plates on the ground. Push each obelisk onto the plate with the corresponding symbol.



Running across the bridge while being bombarded with fireballs isn't easy. You'll need to master the side-to-side dodge maneuver to make it past the fireballs.



The Wrecking Crew consists of four very tough villains. This is a hard battle, so be sure you're going into it with your best group of heroes. Like all fights against multiple foes, pick one of them and focus all of your attacks on him until he drops, then move on to the next bad guy. The fight gets easier as it progresses; as long as you can keep your team standing, the odds will grow in your favor until you win.



The rotating statue puzzle is easily solved if you look at the floor near the lever that rotates each statue. The arrow imprinted in the floor shows the direction the statue needs to face. When both are facing the correct way, the gate in the central room will open.



Destroy the stone walls to reveal three large blocks. Pull the blocks out of the walls and match the symbols on top of them to the floor panels. Place each block correctly to open the path leading out of the room and lower the field around one of the two control panels in the atrium. To lower the other, follow the hallway across from the room with the blocks and defeat three giant trolls there.



Rhino and Shocker have paired up to fight your heroes, but they're not too much of a challenge. Gang up on Rhino and take him out of the fight first, since he does a lot more damage than Shocker. With the big brute out of action, Shocker will fall quickly.



To free Heimdall from his icy prison, head up the stairs on both sides of the room and use the levers there to raise the cages containing the mirrors. Next, activate each mirror to melt the layers of ice until the Asgardian god is freed.



It's time to free Tyr in the West Wing. Ultra Scorpion and the Lizard are guarding him. This fight is similar to the Rhino/Shocker battle—pick one and lay on a beating, then finish off the remaining villain. To release Tyr, continue through the building and you'll find a

cauldron that dumps water into the lava pool. Return to Tyr's chamber and use the levers to lower him to the ground safely.



Before you can free Balder, you must face the combined might of Executioner and Enchantress. Enchantress should be your primary target, as she will periodically heal Executioner. While she's healing, she's invulnerable to all attacks except for the one listed beneath her health bar. Hit her with that attack to stop her healing effect on Executioner. When Enchantress is defeated, Executioner can be easily put down as well.

**STAGE 8: ASGARD—WORLD OF THE AESIR**

You won't be able to get past the statue of Thor unless Thor is part of your team. There's a handy S.H.I.E.L.D. access point nearby so you can swap a hero out and bring Thor in if he isn't a part of your group already. Blast the statue with any of Thor's lightning attacks to progress.



From Balder, head into the East Wing first. In the chamber with the clay guardians, destroy the two ram statues to stop the flood of incoming enemies and unlock the door leading out of the room.

## STAGE 9: NIFFLEHEIM



Most of the enemies you'll face during this stage become near-invincible and require certain (random) attack combos to finish them off. Ulik and Kurse are guarding the path into Niffleheim. These guys are both extremely tough and attack with vicious combos. The best defense is to hang back and hit them with whatever ranged attack you have.

Ymir is the biggest boss you've faced yet—there's no way to attack him directly. Instead, focus your attacks on the frost giants and grab hold of their spears when they're defeated. Wait for Ymir to slam his ice club down and jump onto it. This begins a button-pressing game—hit the correct buttons and you'll damage him. You'll need to pull this off four times to win the battle.



Ultron and Baron Mordo are tough enemies. You'll need to stay away from the frost trap that they'll hit you with, as it can render your whole team immobile for a short period of time. Separate them, burn one of them down quickly and then focus all attacks on the other to defeat this nefarious duo.

Loki, for all his bluster and bragging, is an easy fight. Simply hit him with your Xtreme attacks and then use powers to take him down fast.



The Destroyer Armor is completely invulnerable. You can't hurt it, so alternate methods of ending this battle must be discovered. Use the portals in the walls to find the room where Loki's body is hidden, safe inside an invulnerable shell. The Destroyer will follow you—get it close to Loki and then attack it until the meter at the bottom of the screen is full. When this happens, the Destroyer will unleash its blast attack, which will knock Loki out of his shell and end the battle.



## ACT 4

## STAGE 10: THE SHI'AR EMPIRE



When the Shi'Ar guards open the force fields to space, get to the control panel quickly to reactivate the fields—it's much harder to fight the enemy while being pulled toward the open hangar bays. To lower the double force field in the main hangar bay, you'll have to enter the barracks rooms on both sides of the room and use the control panels there.

Gladiator is yet another invulnerable opponent (with a weakness, of course). You can't hurt him when his health bar is purple. Instead, run to the corners of the room and activate all four control panels. This will cause a surge of electricity that will temporarily render Gladiator vulnerable to attack. After suffering some damage, he will become invulnerable again and you'll have to repeat the process. If you have a character who can move quickly between the control panels (like Captain America using his charge attack), it will speed up this fight dramatically.



Deathbird will fly around her throne room for most of this battle, which makes attacking her difficult. Luckily, she'll swoop in and grab one of your heroes and carry him or her into the air. Hit the random buttons that appear onscreen to turn her attack around and introduce her to the floor—

face first. When the crystal in the center of the room focuses on Deathbird, she'll become invulnerable; hit the crystal with any attack to deactivate it.

To stop the self-destruct sequence, you'll have to move quickly through the rooms, destroying the power cores to buy time as you go. When you reach the core generator room, destroy the four control panels to stop the countdown. From there, follow the hallway to the room with the crystal that you need to complete the mission.



Represent the streets with Gangstar  
on your Boost™ mobile phone.



KEYWORD : GSTAR

# Gangstar

## CRIME CITY



Text the game's keyword to 82174 now to get Gangstar or one of these other great games! Standard text messaging rates and game charges apply.

Tom Clancy's  
**SPLINTER CELL**  
DOUBLE AGENT



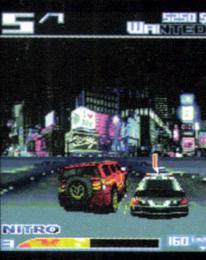
Keyword : SCELL

**AND1**  
STREET BASKETBALL



Keyword : SBALL

**ASPHALT 2**



Keyword : URGT

**MIDNIGHT HOLD 'EM POKER**



Keyword : ACES

**LUMINES**  
mobile



Keyword : LMOB

© 2006 Gameloft. All Rights Reserved. Gameloft, the Gameloft logo, Gangstar, Crime City, Midnight Hold 'Em Poker and Asphalt: Urban GT are trademarks of Gameloft in the U.S. and/or other countries. All manufacturers, cars, motorbikes, cameras, brands and associated imagery featured in Asphalt: Urban GT 2 are trademarks and/or copyrighted materials of their respective owners. All rights reserved. © 2005 Gameloft S.A. All rights reserved. And1 Streetball and Splinter Cell: Double Agent are published by Gameloft under license from Ubisoft Entertainment. AND1 and Mix Tapes are trademarks of AND1, Inc. Ubisoft, Ubisoft logo, Splinter Cell: Double Agent and Sam Fisher are trademarks of Ubisoft Entertainment in the US and/or other countries. © 2004 Ubisoft Entertainment. Lumines is a trademark of Bandai. All Rights Reserved. Programmed by © 2006 Gameloft. © 2006 Boost Mobile Inc. All rights reserved.

**boost**  
mobile™

**gameloft**  
www.gameloft.com

## STAGE 11: SKRULL HOMeworld



After finding the control panel to open the hangar doors for the Skrull Empress, you'll face off against Super Skrull and Paibok. If you have Xtreme powers built up and unleash them all against these guys, it'll be an easy battle. If not, you'll have to tough it out with ranged attacks and a

lot of blocking. They hit fast and hard and can take apart your heroes if you're not careful.

Titanus is a powerful brute—he'll destroy most of the area in which you fight him during the course of the battle. Hit him with everything you have and fall back to defeat the minor enemies that appear during the fight to regain some health and energy.



There's only one thing to do when Galactus is coming for you: Run! Stay on the path and ahead of Galactus until you meet up with Silver Surfer. He'll revive any fallen comrades you might have and team up with your group to face down his former master.

Galactus: Devourer of Worlds, unstoppable cosmic entity, powerful beyond mortal comprehension...incredibly easy boss battle? Affirmative! To drop Galactus, simply run around the platform and activate all three control panels. Silver Surfer will take it from there, flying around the giant while you press buttons as they appear onscreen. Complete this process three times successfully and the battle will be over. You can even ignore the minions Galactus sends in to fight you—he'll destroy most of them himself!



## ACT 5

## STAGE 12: CASTLE DOOM



Before Dr. Doom will allow your band of heroes to stand in his presence, you must collect three artifacts from his castle. You'll have to fight a bunch of evil versions of superheroes along the way. At this point in the game, though, your heroes should be powered up to the point where none of these battles is even slightly difficult.

Dr. Doom begins the final battle completely out of harm's way. There will be five devices around the room that each need to be attacked to bring Doom's shield down. However, each time you attack one of these devices, an evil duplicate hero will appear to fight your team. They're tough, but the numbers are on your side—just don't activate more than one device at a time. When Doom's shield is disrupted, run toward him. You'll have to rapidly press the button that appears onscreen (it's random) to touch Doom.

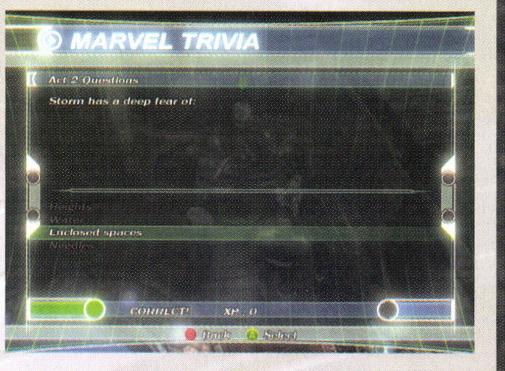


Now your team will have a portion of the power stolen from Odin. The portals around the room will open, releasing a steady stream of evil clones to attack, but now you'll do a single attack. Doom will also run rampant, attacking you with everything he's got, but at this point it's simply a matter of attacking him and defeating clones to collect health and energy as needed, until you've won. With Doom out of the way, the world is once again safe from evil...for now.



## TRIVIA ANSWERS

In each act of the game (i.e. each time your headquarters is moved to a new location), you'll find a trivia game that can be played for additional XP. Each act features a different series of questions, and although each question can be attempted multiple times, you're only awarded the XP if you answer correctly the first time. The trivia game can be a fast and easy method for getting some extra levels for your heroes between missions. If you're not a Marvel Universe aficionado but want to score 100% on all of the questions, we've got all the answers for you in our *PlayStation 2 Tips* section toward the back of the magazine. You can find the answers in the game itself by talking to the various characters who are hanging around the HQ and in the missions, but if you don't feel like putting in the work, use our answer guide to get mad XP for free!



# MERCURY MELTDOWN



1. MOVE THE JOYSTICK



2. TILT THE TRAY



3. AIM FOR GOAL!



- ★ OVER 160 ALL-NEW LEVELS
- ★ NEW WIRELESS MULTIPLAYER MODES
- ★ UNLOCK HIDDEN LABS & PARTY GAMES
- ★ TUTORIAL MODE AND PLAYGROUND
- ★ DOWNLOADABLE CONTENT
- ★ GAME SHARE

[www.mercurymeltdown.com](http://www.mercurymeltdown.com)

Available at major  
retailers including:

**WAL-MART®**

**Walmart.com™**



**IGNITION**  
entertainment

**PSP**  
PlayStation Portable

Also available  
remixed on the  
PlayStation®2  
computer  
entertainment  
system!





**W**hen I was about 12 years old, *Dragon Ball* episodes were still brand new and anime was a creepy underground hobby relegated to the dank back rooms of shady comic-book stores. But times have changed, and now *Dragon Ball* is a mainstream media juggernaut, with characters whose identifiability with the average tween easily rivals that of Mickey Mouse or Optimus Prime. That's a big responsibility to both old-school fans like myself and younger fans who are just getting into the series.

Thankfully, Atari does not disappoint at any step in this brilliantly thorough new chapter of its *Budokai Tenkaichi* series. Almost every single character ever introduced in the *Dragon Ball* universe (from Z to GT, including movie releases) is faithfully represented, including his or her transformations and signature attacks. This game really does feel like you're playing an episode of *Dragon Ball*, with all the high-speed kinetic action and landscape-destroying power that fans know and love.

As there are over 100 characters and many different modes to play through, this guide will focus mainly on general points of interest in the game, such as finding the Dragon Balls and getting the most out of the fighting engine. Note: We were not able to secure a copy of the Wii version of the game before this issue went to press, so the button commands on the following pages will refer only to the PS2 version. However, the theory should apply to both versions, especially if you're playing the Wii version with a GameCube controller.

© 2006 Atari, Inc. All Rights Reserved. © 2006 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball®, Dragon Ball Z®, Dragon Ball GT®, and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. GAME: © 2006 NAMCO BANDAI Games Inc.



# DRAGON BALL Z BUDOKAI TENKAICHI 2

Strategy Guide by  
Niles Livingston III

## COMBO MECHANICS

These are all simple building blocks to make strong combos and attack strings. Use the concepts below to create your own style and make even bigger, more impressive attack sequences. If some of the terms are unfamiliar to you, consult the in-game Skill List for their definitions.



Short Stun



Heavy Stun

The most important concept one must understand when trying to create unbreakable combos and really huge attack sequences is keeping the enemy stunned. When enemies are stunned, they go into a short stagger animation or a longer crumple, and they'll be completely unable to counter your attacks for a short period of time. During this period you can perform Smash/Ping-Pong combos with impunity and set up other damaging attacks without fear of the enemy teleporting away. You'll know when human opponents (or yourself) are stunned, as the "Mash C button to recover" icon will appear in the lower portion of the screen. Unfortunately, this icon does not appear when computer-controlled opponents are in stun recovery, but with a bit of practice you'll be able to tell how much leeway you have.

Stun effect is triggered by several types of attacks, but the three main ingredients for extended combos are Flying Kick, Heavy Finish and Smash.

### Flying Kick Stun

Flying Kick stun is used to extend your basic rush combos and break through opponent's attacks. If your opponent is just mashing □ and hoping to land a hit, you can use Flying Kick attacks to blow completely through their attack and then continue the rush sequence. This type of stun only works during the rush combo; you'll have to follow up shortly afterward with a Heavy Finish attack if you want to add more sections to your combo.



## Heavy Finish Stun

Heavy Finish stun can easily be identified by the enemy grabbing their stomach and falling to their knees. Generally, this attack type is part of a rush combo, so you'll have to look on your character's skill list to figure out where in the combo the attack will be. For Goku, you can use either □, △ or □, □, □, □, □, △.

This type of attack is mainly used to start a Smash/Ping-Pong sequence or air combo. After a Heavy Finish attack, your opponent will be unable to move for a few seconds, depending on how quickly they can mash ○. That's very important for making solid combos—if you don't stun them first, they will be able to simply teleport out of your combos and counter-attack you while you're vulnerable.



## Smash Stun



Smash stun is the blow-away effect that happens when you hold the □ button and knock the enemy across the screen. Smash attacks must be powered up (by holding the button) to get the full effect, but the higher the hit counter is in your combo when you attempt the Smash, the faster the gauge will fill. After a successful Smash, the opponent will fly away from you at high speed, but cannot recover (or block) for a set amount of time. During this vulnerable moment you can land a Dragon Homing attack (X to chase, then □ when near), a Banishing Attack (△ after Smash or Dragon Homing) or ideally a Blast 2 Super Move. During the "blow-away" effect of a Smash, the opponent cannot block or teleport in any way.

To make sure your combos are completely inescapable, it's important to make sure that your opponent is stunned during particular parts of the combo. If you attempt any sort of powerful hit without setting it up first, it leaves giant holes in your attack sequence that the enemy can use to teleport out of. But if you stack all of these together in just the right way, you can get some truly impressive damage. Here's a step-by-step example with Goku:



- 1) □, □, □, △ (Flying Kicks)
- 2) □, □, □, □, □, △ (Heavy Finish)
- 3) Hold Up + □ (Smash)
- 4) X, □ (Dragon Homing)
- 5) Up + L2 + △ (Kaio-Ken Attack)

This is a basic combo which you can do right out of the box, and variations of this combo can be done with any character. Some characters do not have Flying Kick attacks; in such a case, you can use □, □, □, □, □, X (Rush In) combos to start the sequence.



## Tag/Transform Linking

After performing a Blast 2 move, the system will not allow you to perform another for several seconds (unless you have particular Z-items equipped). But by using a character's in-game transformation, you can perform a Blast 2, transform immediately (press R3) and then perform another in direct succession. This works best with Physical/Rushing-type Blast 2s, like Goten's "Assault" or Trunks' "High Speed Rush." You can also use a character's un-transform animation to do this (D-pad/Left Analog Down + R3), which costs absolutely no Blast 1 meter.

continued

## Tag/Transform Linking continued



Compounding all this crazy damage, you can also perform this feat in tag battles by tagging in your partner (L2 + L3 + R3). Just perform a Blast 2 attack, tag in your partner, then (assuming they have enough meter) perform another Blast 2 right away. You can combine this with transform linking to completely kill off whole characters, given the right partner combination. Here's an example with Mirai Trunks (no sword) and Goten, my personal favorite team. (Note: Be sure to start with Trunks in his untransformed state.)



- 1) □, □, □, □, △ (Flying Kicks)
- 2) □, □, □, △ (Heavy)
- 3) Up + □ (Smash)
- 4) X, □ (Dragon Homing)
- 5) L2 + Up + △ (High Speed Rush)
- 6) R3 (SS1 Transformation)
- 7) L2 + Up + △ (High Speed Rush)
- 8) L2 + L3 + R3 (Tag in Goten)
- 9) L2 + Up + △ (Assault)
- 10) R3 (SS1 Transformation)
- 11) L2 + Up + △ (Assault)
- 12) X, □, △, □ (Dash, Sonic Impact Combo)



Unfortunately, I've never been able to get a legitimate damage count for this combo without cranking up the enemy's defense and life and dropping my own, as no standard opponent has ever lived through the whole thing!

## DEFENSIVE OPTIONS

- One of the more difficult aspects of *DBZ Budokai Tenkaichi 2* is escaping the crazy rushdown that some of the speedier opponents will come at you with. There are several key techniques you can use to keep from getting overwhelmed; these are the ones I found myself using the most.



### Step In

In Close Combat Distance, press the X button to sway into your opponent. This move is completely invulnerable to physical attacks (EXCEPT for Kai Cannon and Blast Wave rush attacks) and throws, and it can completely break up an opponent's momentum if you cause them to whiff a move with it. Even when caught in an opponent's standard rush combos, you can wait for them to attempt any type of wind-up attack, such as Smash or

Heavy Finish, and then punish them after evading. This move is a lifesaver.

### Quick Teleport

- On some occasions, you may find it difficult to use Teleport to evade some of the opponent's attacks, or you just may be caught off-guard by a random Blast 2. At any time during a rush combo, you can cancel into a quick teleport (at the cost of some meter) by pressing any direction and O. This can be a lifesaver if you get surprised by a beam super at close range or just want to launch your own ambush and attack the opponent from behind (which helps loads against Giant-type characters like Janemba or Lord Slug).



### Blast 1 "Favorite Technique" Shields

Some characters have a small personal barrier for their Blast 1 technique (L2 + O). This is invaluable for dealing with Blast 2 attacks; instead of worrying about teleporting away, you can simply activate your barrier as soon as the attack begins. Beam supers completely whiff through barriers and repel physical "Rush"-type Blast 2s. Barriers are very useful against opponents who barrage you with physical Blast 2s,

- which cannot be blocked by any normal means.



# HUNTING DRAGON BALLS

After playing through all of the missions and fusing together as many Z-items as possible, you may still find yourself coming up a bit short in your list's completion percentage. Not a problem; you can make up the rest by collecting the Dragon Balls and repeatedly wishing for whatever you're missing. This is also a great way to max out experience on Z-items that still need leveling up.

During any section of Dragon Adventure where you can access the world map, you'll notice at least one area that does not advance the story but does contain a battle. You can fight in this place as many times as you want to and repeat the battle infinitely until you collect enough Dragon Balls to summon Shenron. My personal favorite section in which to do this is the Broly Saga, Part 03: Three Super Saiyans vs. Legendary Super Saiyan.



You'll start off as Super Saiyan Trunks, on the World Map. Make sure you have your Z-items together (hit Baba's Shop first if you need to), then fly over to Rocky Area.



In this area you'll fight five Cell Juniors in a survival-style match-up. Rocky Area is one of the best Dragon Ball hunting areas, as it is guaranteed to contain a Dragon Ball every time you enter; it's simply a matter of figuring out where it's hiding.

If you knock over every single rocky structure, you'll eventually find a Dragon Ball somewhere buried beneath one, and it'll reset every time you finish the battle. Use Smash attacks and Blast Wave attacks to keep the Cell Jr. enemies away from you, then drop Lock-on (Down + L1) and use Dragon Dash (L2 + X) to fly through the rock hills and destroy them. You can also Smash a Cell Jr. through the rocks or shoot through them with Blast 2 attacks. If you've purchased a Dragon Radar from Baba's Shop, they'll show up as yellow blips once uncovered. Even if you accidentally pick one up without noticing, you'll see sparks around your character once you collect it, so keep an eye out.



## TIPS & TRICKS BONUS CHARACTERS

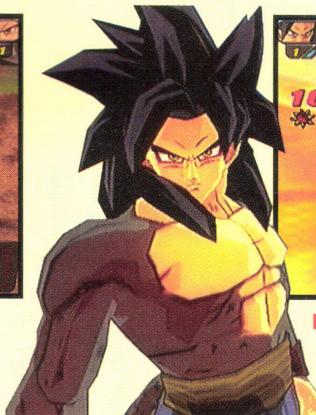
As a bonus to the loyal *TIPS & TRICKS* readers, I have prepared two password unlockable characters that you can load up and use right from the beginning. Just go to the "Data Center" from the main menu and enter either of the passwords below to make the associated character playable. Both characters are loaded with high-end Z-items already and can be used even on a brand-new save file in any mode except Dragon Adventure. Enjoy!

**Note:** Passwords are case-sensitive, so enter them EXACTLY as shown.



**Lv. 122 Broly**

Pho0 FMFO 00ud zRor  
j@ks CetQ )%DG vzJQ



**Lv. 138 Super Saiyan 4 Goku**

IyyE onk d()C SA0I  
p-C& YUN( uxFs gUTe

# SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS* Select Game Previews, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



Wii

## THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Publisher: Nintendo

Available Now

**PICK!**  
TIPS & TRICKS

We've learned quite a bit over the past few months concerning *The Legend of Zelda: Twilight Princess*. The biggest change

since we last played the game was a complete overhaul of how you control Link's sword attacks. Instead of simply pressing a button to attack, you now attack by swinging the Wiimote like an actual sword! We've seen screen shots of a strange character upon a wolf's back; we now know that this is in fact Link, who turns into a wolf in the Twilight World. The strange character on his back is named Midna. Link learns new moves as he progresses through the game; there are seven in all. One example is a shield attack, which parries an enemy's attack and stuns them, allowing for a free counterattack. GameCube owners will have to wait until mid-December to get their hands on *Twilight Princess*; as of right now, it's only available on the Wii.





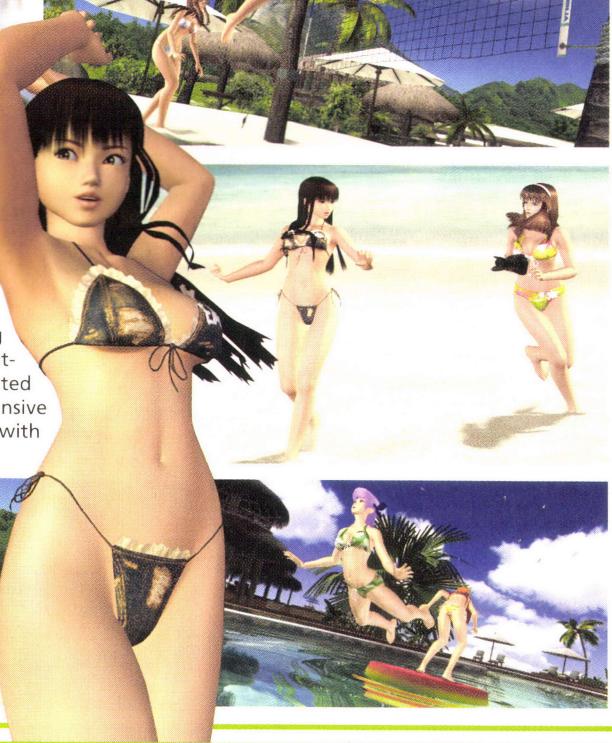
## DEAD OR ALIVE XTREME 2

Publisher: Tecmo

In Stores: December



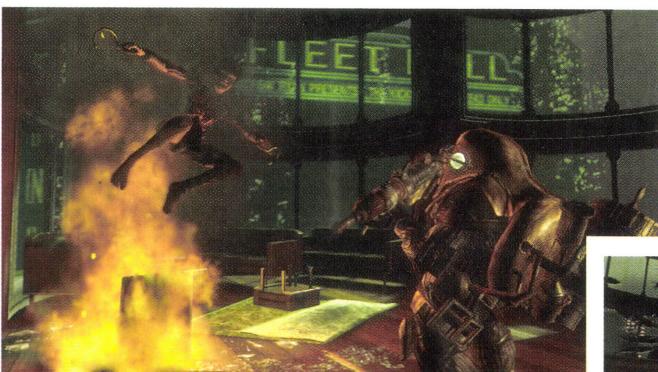
Just when you thought you were tired of gazing longingly at all the creative "bump-mapping" from the first iteration, Tecmo has another sun-and-fun jaunt on the way. In *Dead or Alive Xtreme 2*, the girls of summer are back with a host of brand-new mini-games and challenges. New features include contests like Marine Race (a jet-skiing competition), Beach Flags (a button-mashing foot race) and the ever-popular Butt Bounce, where you outwit, outplay, and out-posterior your opponent with a series of well-executed feints and hip-jockeying. Games can be played singly or in the expansive Vacation Mode, where you can buy the affection of particular girls with new swimsuits and other accessories.



## BIOSHOCK

Publisher: 2K Games

In Stores: 2nd Quarter 2007



Welcome to Rapture, the art deco-inspired ruins of a formerly glorious city formed by the best, brightest and most beautiful members of society. (Sounds like the *TIPS & TRICKS* staff!) Anyway, they had left society to form a utopia, but (gasp!) something went horribly wrong. They ended up playing with genetic mutation and creating terrifying, homicidal monsters. That leaves the player—lucky you—to wander through the destroyed city, using genetic material to upgrade yourself and killing things (it is a first-person shooter, after all). *BioShock* details are still a bit hard to come by; 2K has yet to identify the main character, but has made it clear that the gameplay won't be simple run-and-gun action.



G. Gordon Liddy used to perform this trick at the White House





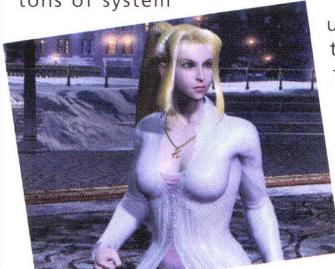
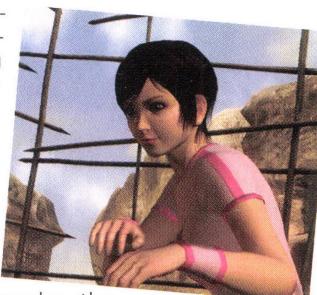
## VIRTUA FIGHTER 5

Publisher: Sega

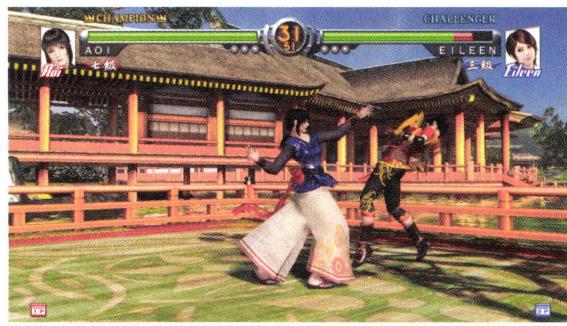
In Stores: 2nd Quarter 2007

**PICK!**  
TIPS & TRICKS

The most widely-respected yet least-played fighting game in the U.S. finally comes to the PS3. Fans of the series will not be disappointed by the domestic conversion; this new outing from Sega is arcade-perfect, to say the least. Featuring two new characters, several new costumes and full metric tons of system



upgrades, the true king of fighters has come back to claim its title. For fans of VF4 who haven't been exposed to the arcade-exclusive upgrade (shame!), all of the returning characters have been rebalanced with added fighting moves, breathing new life into the combatants and fixing some of the more overpowered signature moves of particular characters.



## TRAUMA CENTER: SECOND OPINION

Publisher: Atlus

Available Now



Trauma Center was a cult favorite on the Nintendo DS, thanks to the innovative use of the stylus and touch screen to make a realistic surgery simulation. Second Opinion makes use of the Wii remote's motion sensor capabilities to create the same type of gameplay on your TV. This launch title for Nintendo's next-generation system is more than just an upgrade to the DS version; it also includes an additional character, new surgical tools and several difficulty levels. The difficulty level is probably the best new feature, since the DS version was an incredibly hard game with very unforgiving time limits.





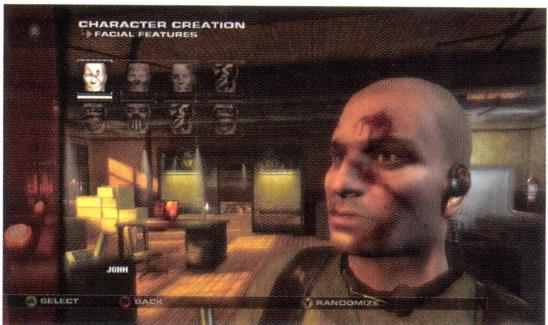
## TOM CLANCY'S RAINBOW SIX: VEGAS

Publisher: Ubisoft

Available Now

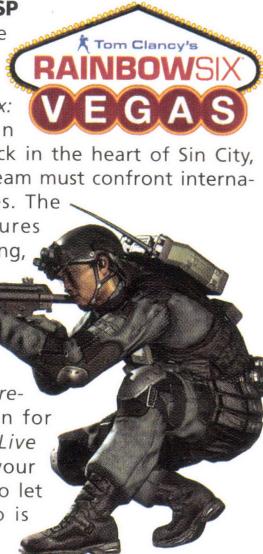


*Rainbow Six*  
aims to capture  
the glitz of  
Vegas casinos



Also On: PS2, Xbox, 360, PSP

What better set for an intense tactical first-person shooter than the glitz and glamour of Las Vegas casinos? *Rainbow Six: Vegas* places our hero, Logan Keller, amidst a terrorist attack in the heart of Sin City, where he and the Rainbow Team must confront international terrorist Joanna Torres. The game has tons of new features and tactics, like invert rappelling, a "snake" cam and night/thermal vision to aid in the missions. In addition, the multiplayer modes allow for complete—and we mean *really* complete—customization for online play. With the Xbox Live Vision camera, you can put your own face on your character to let everyone know exactly who is making the kills.



## CAPCOM CLASSICS COLLECTION VOL. 2

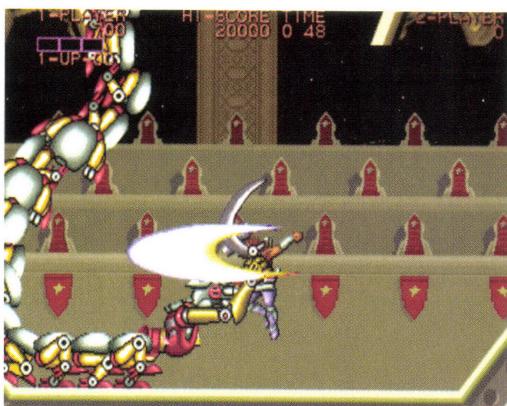
Publisher: Capcom

Available Now



Also On: PS2

Capcom Classics Collection Vol. 2 showcases some of Capcom's greatest arcade titles from the '80s and '90s, including *Captain Commando*, *Bionic Commando*, *Strider*, *Street Fighter*, *Super Street Fighter II Turbo*, *Knights of the Round* and our personal favorite, *Black Tiger*. Each game plays exactly like its arcade counterpart, and as an added bonus for accomplishing certain tasks in each game, players will be treated to special bonus artwork, side art and even game instructions and overlays. To top it all off, an updated version of the Capcom trivia game *Quiz & Dragons* has been included, with updated questions that revolve around Capcom games. The payoff? You'll unlock cheats for various games by answering the questions correctly, an awesome option.



Experience old  
favorites with  
new twists



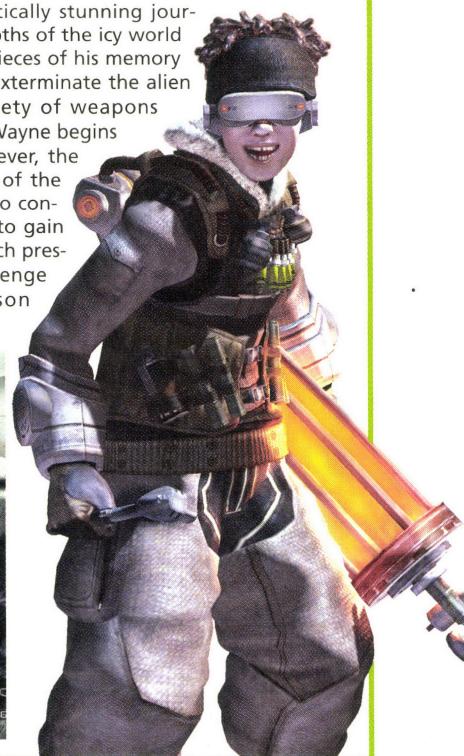
## LOST PLANET: EXTREME CONDITION

Publisher: Capcom

1st Quarter 2007



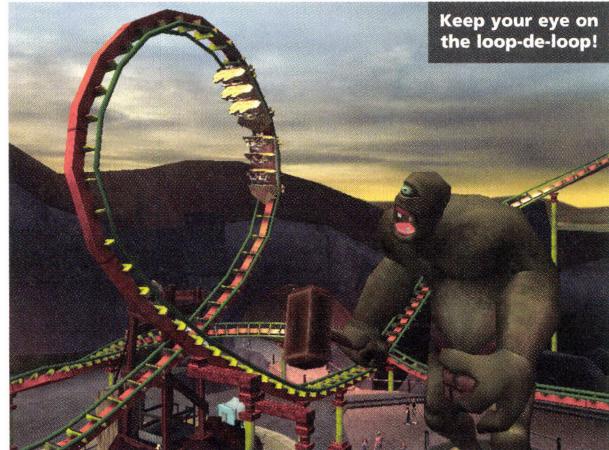
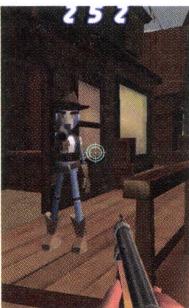
Half dead and suffering from amnesia, a fighter pilot named Wayne finds himself stranded on a snow-covered planet infested with a nasty bunch of aliens called the Akrid. All he remembers is that the Akrid are responsible for the death of his father. From there, it's a cinematically stunning journey through the depths of the icy world to put the missing pieces of his memory back together and exterminate the alien threat. With a variety of weapons and mech vehicles, Wayne begins his adventure. However, the frigid temperatures of the planet require him to constantly kill enemies to gain thermal energy, which presents a unique challenge in this third-person shooter.



## THRILLVILLE

Publisher: LucasArts

Available Now



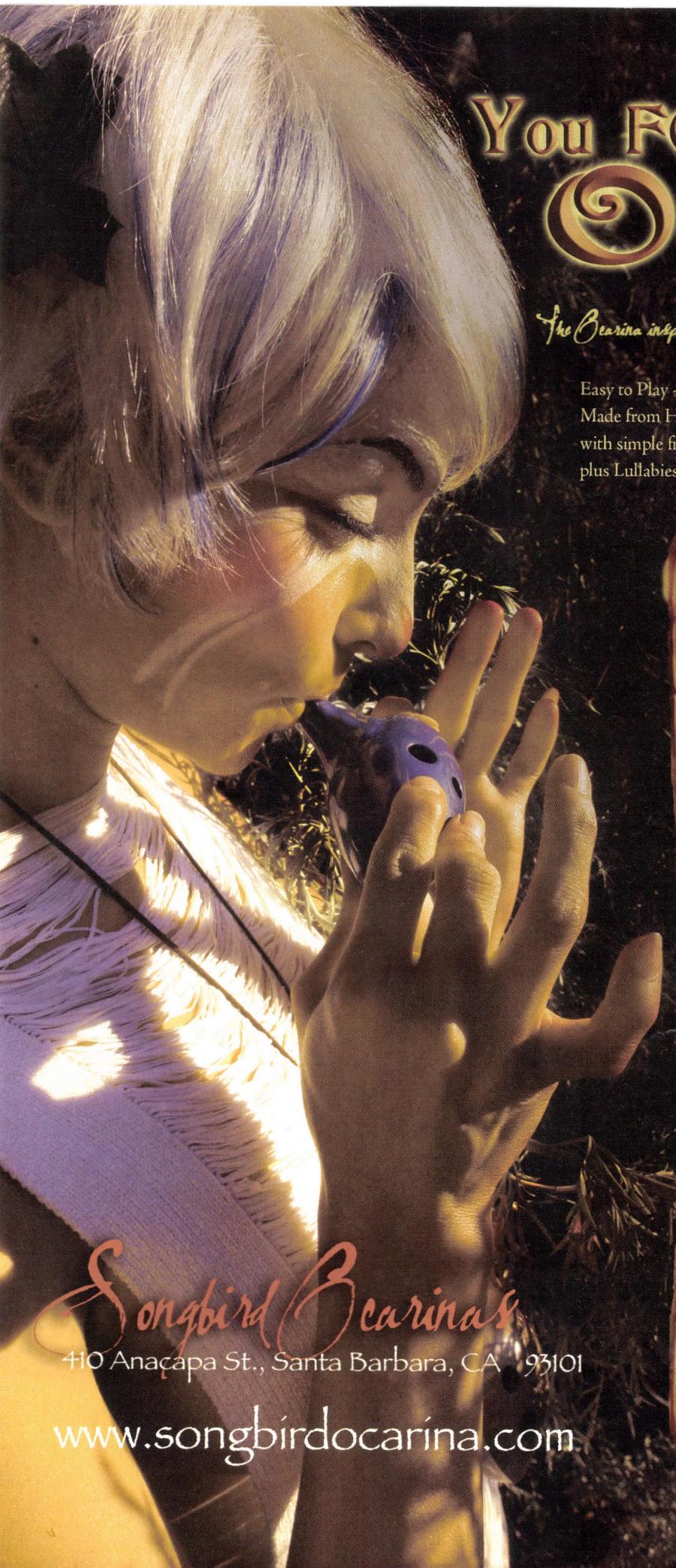
Keep your eye on the loop-de-loop!



### Also On: Xbox, PSP

If you've ever dreamed of running your own amusement park, welcome to Thrillville. It's a fully customizable theme park where you build your own roller coasters, set up rides and games, keep your guests happy and fend off the threat of your competitor, the evil Globo-Joy corporation. Between the hundreds of missions that keep the park running smoothly, you'll also be able to ride your coasters (using "Coaster Cam" to get all the thrills) and play through a variety of mini-games like bumper cars, a shooting gallery and mini-golf. You'll also be able to compete and share your ride designs with the Wi-Fi and multiplayer capabilities.





# You FOUND the OCARINA!

*The Ocarina inspired by the Legend of Zelda is now available!*

Easy to Play - a well tuned and finely crafted musical instrument!  
Made from High Fired Ceramic. Includes a Songbook /Tutorial  
with simple finger notation for many songs and fancy tricks  
plus Lullabies, Serenades, and Minuets.



**Sweet Potato Ocarina** \$39.95  
5 holes (octave +1), includes Songbook I/Tutorial/Songs from the Game

**Extended Range Sweet Potato** \$49.95  
6 holes (octave +4), includes Extended Range Songbook  
plus Songbook I/Tutorial/Songs from the Game

**Raku Pendant Ocarina**  
(with necklace and songbook) \$24.95



**Eagle Bone Flute** \$29.95  
(cast in porcelain, simple to play,  
w/ necklace and playing instruction)



**Silk Carrying Case**  
padded w/ zipper, handle  
and embroidered dragons \$5.95

**Extra Ocarina Songbooks** - \$2.95 ea  
Songbook II, Christmas Carols,  
Beatles for Extended Range

Order via our website or  
call Toll Free! 1.866.899.4045

#### SHIPPING INFO

Shipping & Handling \$6 (please allow 2-3 weeks for delivery)

Priority Shipping \$12 (When available, allow 2-7 biz days for delivery)

We ship via US Postal Service

Songbird Ocarinas not affiliated or endorsed by Nintendo of America, Inc.

**Songbird Ocarinas**  
410 Anacapa St., Santa Barbara, CA 93101

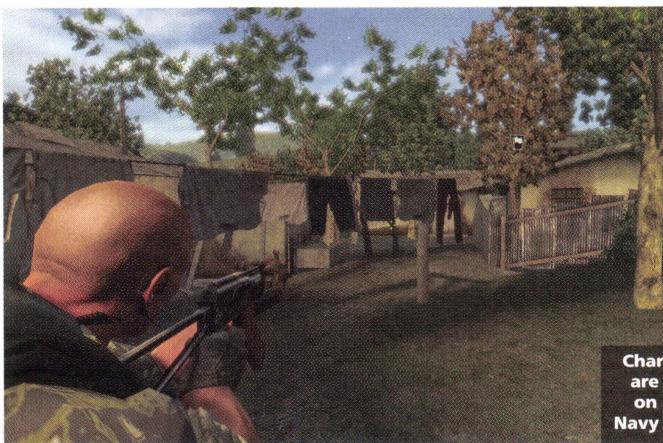
[www.songbirdocarina.com](http://www.songbirdocarina.com)



## ROGUE WARRIOR

Publisher: Bethesda

2nd Quarter 2007



Characters are based on actual Navy SEALs



Based on the series of books by Richard "Dick" Marcinko, one of America's most accomplished Navy SEALs, *Rogue Warrior* takes the player behind enemy lines in North Korea as part of a counter-terrorist special operations team. Built using the *Unreal 3* engine, the game is graphically intense and allows you to switch between third- and first-person views, depending on your preference. While it is considered a tactical FPS game, you're in luck if you prefer to just shoot up your enemies and forgo stealth tactics; *Rogue Warrior* is designed to let players play through as they wish. The game also features drop in/drop out multi-player options, so you can form or dissolve a SEAL squad with your friends at any time.



## WARIOWARE: SMOOTH MOVES

Publisher: Nintendo

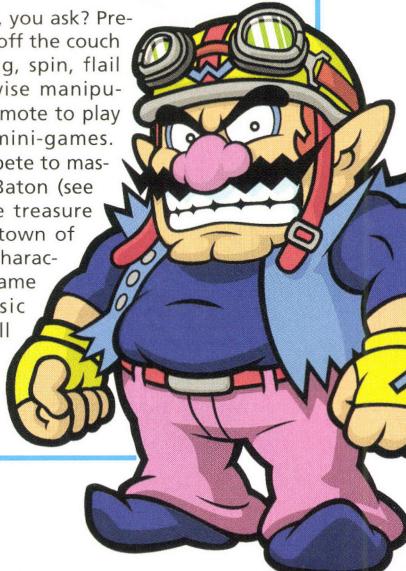
In Stores: 1st Quarter 2007



We wonder what we'll do with the Wiimote for this one



Smooth Moves, you ask? Prepare to get off the couch as you swing, spin, flail and otherwise manipulate the Wii Remote to play over 200 motion-control mini-games. One to five players can compete to master "forms" and the Form Baton (see the connection?), a strange treasure discovered in Wario's hometown of Diamond City. Expect new characters and old favorites in a game that, while made in classic crazy *WarioWare* style, will demand completely new strategies and a bit more physical exertion than its predecessors.



**BLISS ISLAND**

Publisher: Codemasters

In Stores: 1st Quarter 2007

Don't pretend  
you know  
what's hap-  
pening here

STAGE COMPLETE



*Bliss Island* is based on a popular PC title that's available on the gaming portal [www.funsta.com](http://www.funsta.com).

There have been precious few "quirky" games for the PSP when compared to the wealth of weirdness on the DS, so it's nice to see a strange little gem take its handheld bow on the usually oh-so-serious PSP. The main character is a blue...thing known as Hoshi the Zwooph, whose trunk is the main implement in a series of mini-games. "Fruit Slam Dunk," "Fluffy Mayhem" and "Brick Invaders" all require Hoshi to control the puffs of air from his trunk to dunk, juggle, bounce and blow things away. There are more than 80 different mini-games as well as multiplayer support.

**LUNAR KNIGHTS**

Publisher: Konami

1st Quarter 2007



*Lunar Knights* is an action/RPG being developed by Kojima Productions, makers of *Metal Gear Solid*. The concept might remind some gamers of *Boktai*, since the heroes absorb light to gain strength. In fact, it might be possible to use a *Boktai* cartridge to generate real-time weather; plans were not finalized as this issue went to press.



One hero gets his strength from the moon, while the other gets his from the sun; one uses a sword and the other uses a gun. There's an in-game clock to track when it's day or night, and an internal weather system that will also influence gameplay. The cutscene animation is done by the excellent Studio 4 Degrees, which most people know through its work on *The Animatrix*, the series of shorts set in the *Matrix* universe.

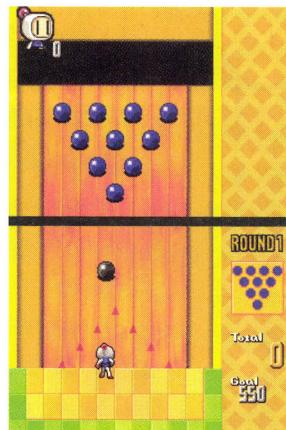
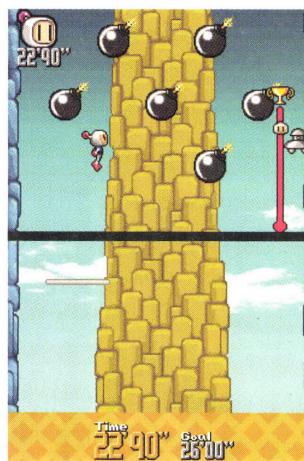


DS

**BOMBERMAN LAND: TOUCH!**

Publisher: Nintendo

Available Now



Bomberman is back in an adventure to become the Pirate King of Bomber Island. Players travel through a mountain zone, an aquarium, a jungle, a harbor town and a castle, all in a pirate-themed amusement park, to unlock its secrets and play games. Like the classic *Bomberman* games, completing mazes is part of the challenge, but here, mini-games are the focus of completing the story: Expect over 36 mini-games and 20 stages in Battle Mode, where up to eight players can connect through single or multi-card wireless play.

**Touch!**  
**BOMBERMAN**  
**LAND**

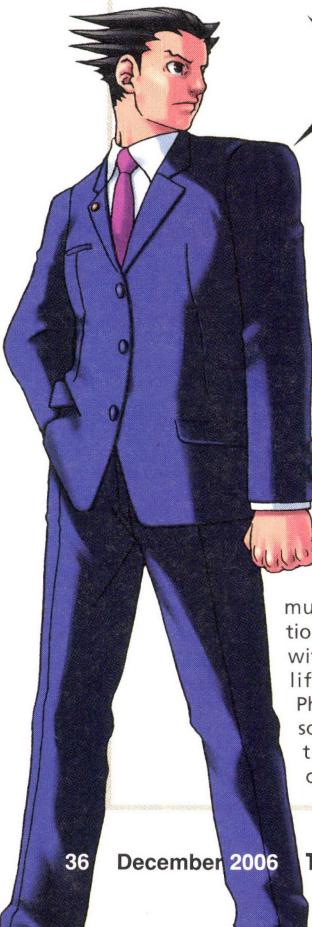


DS

**PHOENIX WRIGHT ACE ATTORNEY: JUSTICE FOR ALL**

Publisher: Capcom

In Stores: January 2007

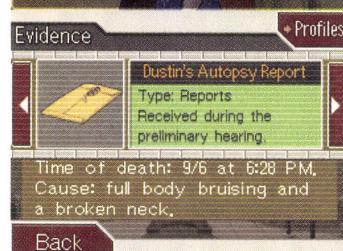


**Ace Attorney**  
Phoenix Wright™  
**Justice For All**

**TIPS &  
PICK!  
TRICKS**

Famed attorney Phoenix Wright takes on the daughter of his former adversary, Franziska von Karma, and combats injustice, lying witnesses and...amnesia? Sure, he might not remember why he's in the courtroom, but he's still got the skills (and the help of Maya Fey) to get his clients off the hook. New features include "Psyche-Lock" where you must ask the correct questions to get to the truth of a witness' testimony as well as a life bar that shows how well

Phoenix is doing in court. Like its predecessor, *Justice for All* uses the DS microphone to involve the player further in the courtroom drama. Take that!



## DEAD HEAD FRED



Publisher: D3

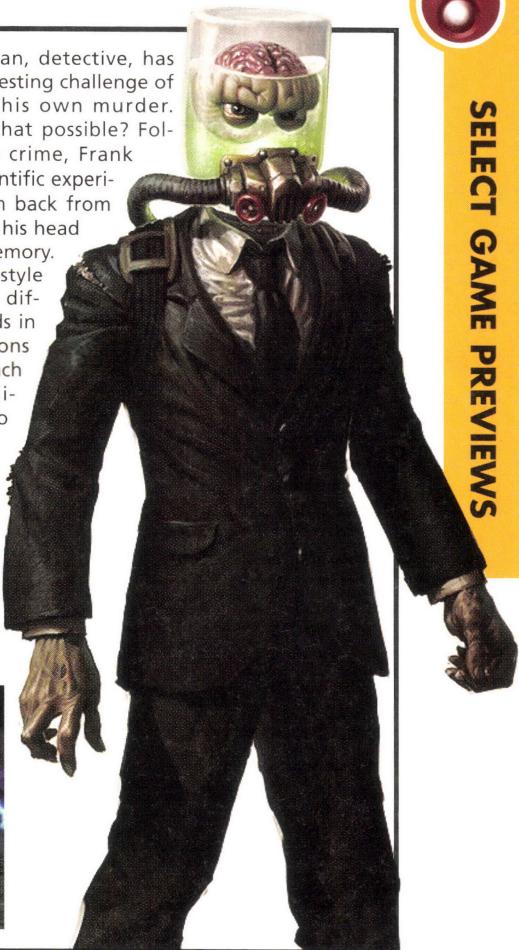
1st Quarter 2007



### TIPS & PICK! TRICKS

Fred Neuman, detective, has the interesting challenge of solving his own murder. How is that possible? Following the crime, Frank

was part of a bizarre scientific experiment which brought him back from the dead—albeit missing his head and subsequently, his memory. Set in a 1940s film noir-style world, Fred switches to different heads that he finds in order to complete missions and solve the murder. Each head has different abilities, like being able to suck up water or air, or being just small enough to get Fred through some tight spots and aid him in his battle against monsters and ghouls. Who ever thought a zombie would end up being the good guy?



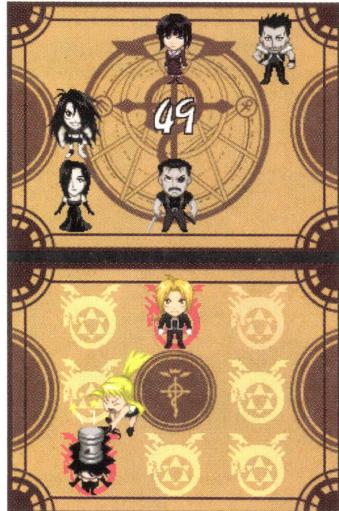
## FULLMETAL ALCHEMIST: DUAL SYMPHONY

Publisher: Destineer

In Stores: December



The *Fullmetal Alchemist* anime series is a blend of pathos and humor, starring two brothers whose attempts to bring their mother back to life backfired. The younger brother Alphonse lost his body and must live as an empty suit of armor, and the older brother, Edward, lost an arm and a leg, which were replaced with machines. *Dual Symphony* follows the story of the anime very closely, and features voice actors from the series. There are six playable characters in the game (the two brothers, Scar, Izumi, Roy Mustang and Alex Louis Armstrong), and the gameplay alternates between a side-scroller beat-'em-up (where you can also transmute items and weapons using alchemy) and mini-games using the touch screen.





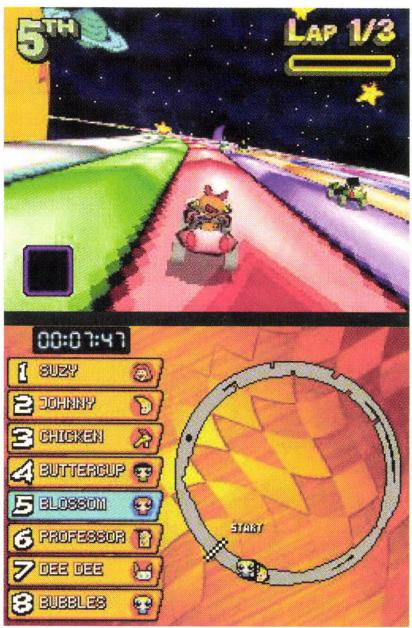
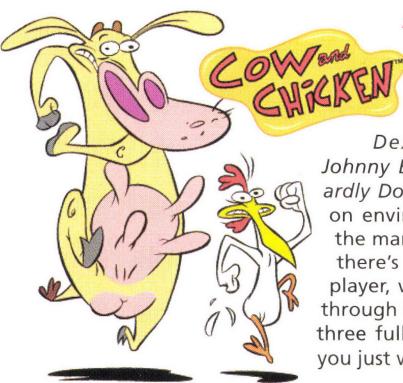
## CARTOON NETWORK RACING

Publisher: The American Game Factory

Available Now

Also On: PS2

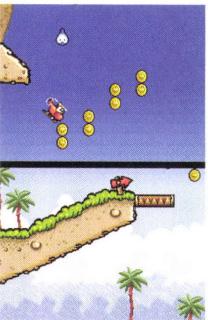
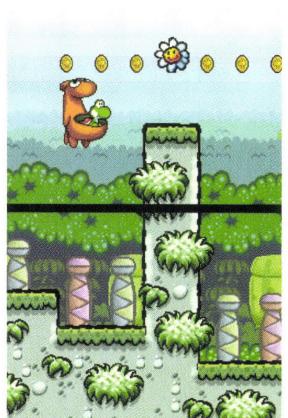
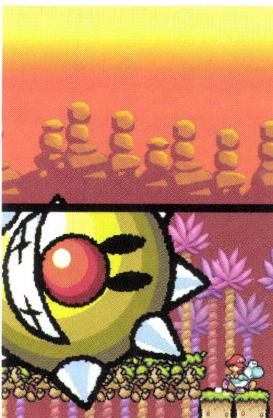
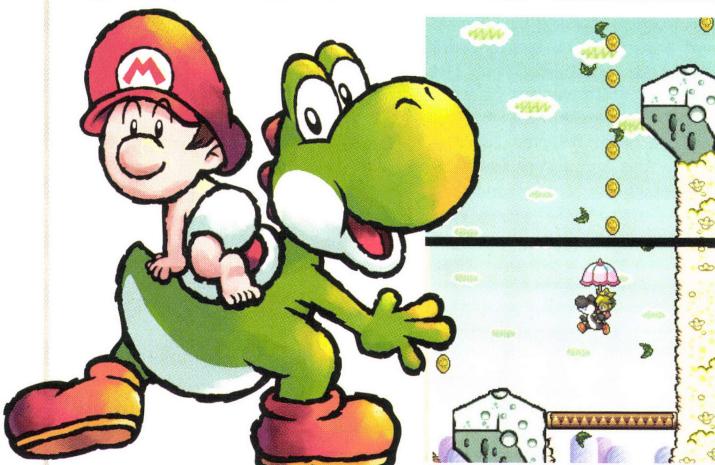
This cute kart racing game features characters from multiple Cartoon Network shows, mixing and matching them as driving partners. There are representatives from *Dexter's Laboratory*, *The Powerpuff Girls*, *Johnny Bravo*, *Cow and Chicken*, *Courage the Cowardly Dog* and *I Am Weasel*. The tracks are all based on environments from the various shows, and with the many upgrades available at the "toon-up" shop, there's plenty of replayability... especially in multiplayer, which supports four players on one cartridge through the wireless feature. The game even includes three full television episodes in the bonus content if you just want to kick back and watch some 'toons.



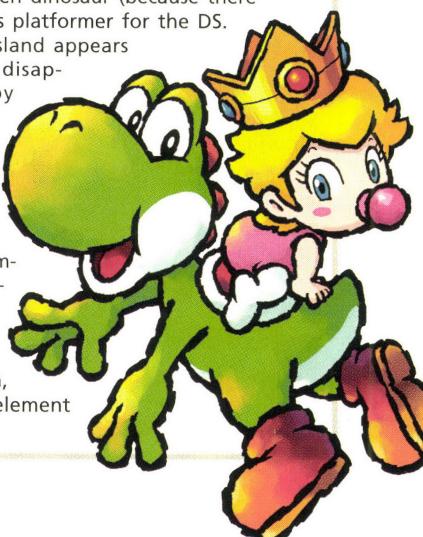
## YOSHI'S ISLAND 2

Publisher: Nintendo

Available Now



Everyone's favorite tiny green dinosaur (because there are so many) is back in this platformer for the DS. When a strange floating island appears and school children start disappearing, it's up to Baby Mario, Baby Peach, Baby Donkey Kong and Yoshi to save the day. *Yoshi's Island 2* looks and feels similar to its predecessor on the Super NES, but with some cool new features. For example, the player's abilities depend on which baby Yoshi has riding on his back, and the two screens of the DS are used as one tall screen, adding a whole different element to the gameplay.





## Upcoming Games

Release Dates Subject to Change

### DECEMBER

.hack//G.U. Vol. 1: Rebirth (Namco Bandai) PS2  
 Castlevania: Portrait of Ruin (Konami) DS  
 Charlotte's Web (Sega) DS  
 Chibi-Robo: Park Patrol (Nintendo) DS  
 Custom Robo Arena (Nintendo) DS  
 Dance Dance Revolution Ultramix 4 (Konami) XB  
 Dance Dance Revolution Universe (Konami) 360  
 Dead or Alive Xtreme 2 (Tecmo) 360  
 DK: King of Swing DS (Nintendo) DS  
 Elebits (Konami) Wii  
 Every Extend Extra (Buena Vista) PSP  
 Fight Night: Round 3 (EA Sports) PS3  
 Final Fantasy VI Advance (Square Enix) GBA  
 Fullmetal Alchemist: Dual Symphony (Destineer) DS  
 Hotel Dusk: Room 215 (Nintendo) DS  
 HOT PXL (Atari) PSP  
 Karaoke Revolution: American Idol (Konami) PS2  
 Kirby Squeak Squad (Nintendo) DS  
 Konami Chess Battle (Konami) PSP  
 The Legend of Zelda: Twilight Princess (Nintendo) GC  
 Metal Gear Solid: Portable Ops (Konami) PSP  
 Mobile Ops: The One Year War (Namco Bandai) 360  
 My Frogger Toy Trials (Konami) DS  
 Noddy and the Magic Book (Game Factory) PS2  
 Project Delta (Playlogic) 360 • PS3  
 ShadowClan (Tiger Hill) 360  
 Singstar (Sony) PS2 • PS3  
 Star Wars: Lethal Alliance (Ubisoft) DS • PSP  
 Walt Disney Pictures Presents: The Santa Clause 3 (Buena Vista) GBA  
 WWE SmackDown vs. RAW 2007 (THQ) PS2 • PSP  
 Yu-Gi-Oh! GX: Spirit Summoner (Konami) PSP

### 1ST QUARTER 2007

Bliss Island (Codemasters) PSP  
 Brothers in Arms: Hell's Highway (Ubisoft) 360  
 Bust-A-Move Revolution (Majesco) Wii  
 Cannon Fodder (Codemasters) PSP  
 Cash Money Chaos (Sony Online) PSP  
 Colin McRae Rally '07 (Codemasters) 360 • PS3  
 Dead Head Fred (D3) PSP  
 Elder Scrolls Travels: Oblivion (Bethesda) PSP  
 Etrian Odyssey (Atlus) DS  
 Eyedentity (Sony) PS3  
 Fifth Phantom Saga (Sega) PS3  
 The Getaway (Sony) PS3  
 Ghost Rider (2K Games) PS3  
 Gitaroo-Man Lives! (Koei) PSP  
 God of War II (Sony) PS2  
 GTR (THQ) 360  
 Gurumin: A Monstrous Adventure (Mastiff) PSP  
 Haze (Ubisoft) 360 • PS3  
 John Woo Presents: Stranglehold (Midway) 360 • PS3  
 The Legend of Zelda: Phantom Hourglass (Nintendo) DS  
 Lost Planet: Extreme Condition (Capcom) 360  
 Medal of Honor: Airborne (EA) PS2 • XB • 360 • PS3  
 Meteos: Disney Edition (Buena Vista) DS  
 Phoenix Wright Ace Attorney: Justice for All (Capcom) DS  
 Ratchet and Clank: Size Matters (Sony) PSP  
 Red Steel (Ubisoft) Wii  
 SNK vs. Capcom: Card Fighters (SNK Playmore) DS  
 Sonic and the Secret Rings (Sega) Wii  
 Spectrobes (Buena Vista) DS

Tekken 6 (Namco Bandai) PS3

Virtua Tennis 3 (Sega) 360 • PS3

Warhawk (Sony) PS3

WarioWare: Smooth Moves (Nintendo) Wii

Winning Eleven: Pro Evolution Soccer 2007 (Konami) PS2 • 360 • DS • PSP

WWE SmackDown vs. RAW 2007 (THQ) PS3

### 2nd QUARTER 2007

After Burner: Black Falcon (Sega) PSP  
 BioShock (2K Games) 360  
 Code Lyoko (Game Factory) DS  
 The Darkness (2K Games) 360 • PS3  
 Disney's Meet the Robinsons (Buena Vista) PS2 • Wii • DS • GBA  
 Lunar Knights (Konami) DS  
 Mass Effect (Microsoft) 360  
 NBA Street (EA) 360 • PS3  
 Rogue Warrior (Bethesda) 360 • PS3  
 Steel Horizon (Konami) DS • PSP  
 Too Human (Microsoft) 360  
 Virtua Fighter 5 (Sega) PS3

### 3rd QUARTER 2007

Frontlines: Fuel of War (THQ) 360 • PS3  
 Overlord (Codemasters) 360

### 4th QUARTER 2007

Grand Theft Auto IV (Rockstar) 360 • PS3

### POSSIBLE IN 2007

Alan Wake (Remedy) 360  
 Alone in the Dark (Atari) 360 • PS3  
 Assassin's Creed (Ubisoft) 360 • PS3  
 Battalion Wars 2 (Nintendo) Wii  
 Big Brain Academy (Nintendo) Wii  
 Blue Dragon (Microsoft) 360  
 Burnout 5 (EA) 360 • PS3  
 Clive Barker's Jericho (Codemasters) 360 • PS3  
 Crisis Core: Final Fantasy VII (Square Enix) PSP  
 Crossfire (Eidos) 360  
 Devil May Cry 4 (Capcom) PS3  
 Fall of Liberty (Codemasters) 360 • PS3  
 Formula One Championship Edition (Sony) PS3  
 Genji: Days of the Blade (Sony) PS3  
 Gran Turismo HD (Sony) PS3  
 Halo 3 (Microsoft) 360  
 Halo Wars (Microsoft) 360  
 H.A.M.M.E.R. (Nintendo) Wii  
 Kane and Lynch: Dead Man (Eidos) 360  
 Lair (Sony) PS3  
 Lost Odyssey (Microsoft) 360  
 Mario Strikers Charged (Nintendo) Wii  
 Marvel Universe Online (Microsoft) 360  
 Metal Gear Solid 4: Guns of the Patriots (Konami) PS3  
 Metroid Prime III: Corruption (Nintendo) Wii  
 Mobile Suit Gundam (Namco Bandai) PS3  
 Ni-Oh (Koei) PS3  
 Project Gotham Racing 4 (Microsoft) 360  
 Resident Evil 5 (Capcom) 360  
 Shadowrun (Microsoft) 360  
 Skate (EA) 360 • PS3  
 Super Mario Galaxy (Nintendo) Wii  
 Super Paper Mario (Nintendo) GC  
 Super Smash Bros. Brawl (Nintendo) Wii  
 TimeShift (Vivendi) 360 • XB  
 Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360  
 Turok (Buena Vista) 360 • PS3



# READER MAIL

**TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211**

## GUIDING LIGHT

I have to say I was delighted by the DS guide given in the November 2006 issue. *Touch Detective* is the sort of game that likely won't have a published guide by Prima or Brady, which makes your magazine all the more valuable. Is the lack of a guide by one of the major publishing labels a guiding force in determining which guides you print?

—Jessica L. Chase  
Greenville, SC

Thanks for the kind words, Jessica. The lack of an "official" strategy guide is definitely a factor in choosing which games to feature...but it's not the only one. Here are some of the questions that we ask ourselves when considering a game for strategy guide coverage:

- Is it a game that people are going to need help with? Some games are just easier to get through, and you won't need us holding you by the hand when you play them.
- Will we be able to get some support from the game's publisher and/or developer in terms of tips, codes, maps, etc.? When we assign a strategy guide, we're basically asking somebody to beat the crap out of a game (preferably more than once), find out everything there is to know about it, write it all down and take pictures of it, all in less than a month. (Usually **much** less than a month!) Obviously, this is a lot easier to do when we are allowed to have some contact with the designers, programmers, producers or testers who worked on the game.

- Is the game going to be popular? Obviously, if a game sells well, then there will be more people who are interested in reading about how to beat it. Note: We don't expect *Touch Detective* to sell a billion copies, but you never know....

- Finally (and this is probably the most important question), can we get a reviewable copy of the game in time to make our deadlines? Like, we really wanted to feature *The Legend of Zelda: Twilight Princess* in this month's issue, but we can't produce a strategy guide for a game that we don't have!

## NO QUARTER

I have a few questions.

1) In the *Select Game Previews* section, what exactly do you mean when you say "4th Quarter 2006" or "1st Quarter 2007"?

2) How do you feel about people who are going to buy the PS3 and the Wii and then sell them on the Internet?

3) When you're writing the strategy guides, do you have to rush through the games before the month ends? I mean, do you even get to enjoy playing the games?

—Taylor Benavidez  
Marksville, LA

1) "Quarter" refers to one-fourth of the calendar year. "1st Quarter" means that the game is expected to come out in January, February or March, "2nd Quarter" means April, May or June, and so on.

2) It seems opportunistic to buy a game console for the sole purpose of reselling it at a profit, but as long as there are buyers, there will be sellers. The PlayStation 3, in particular, is expected to be in very short supply, so there should be no shortage of shoppers who will gladly pay \$1,000 and up to get one under their Christmas tree.

3) Man, you have no idea. By the time we finish writing a strategy guide, we usually can't stand to even look at the game anymore, forever!

## SUPER KOOPA TROOPAS

I was recently playing *Super Smash Bros. Melee* and I started to get bored, so I went into the sound test. While listening to narration, I found something that boggles my mind. The narrator says, "Master Hand," "Fighting Wire Frames" and "You got a Koopal!" This is all in alphabetical order and after he says, "giant," he says, "You got a Koopa," so it must be Giga Bowser. The narrator never says the characters' names in the single-player game, so it must be possible to unlock these characters in Vs. Mode! I wanted to ask you to get your best player and crack this mystery! I don't care how long it takes, just help me! I would be very, very thankful if you would publish this with an answer, or if

If you send us a letter, Earl will deliver it to us.



you can't do that, send a letter back to me, pleeeease! I really, really want to know!

—Andrew Mandell  
Hebron, MD



Like most GameCube owners, we have been playing *Super Smash Bros. Melee* for a loooong time, and if nobody has figured out how to unlock them by now, it's very doubtful that they can be accessed in Vs. Mode. Maybe Nintendo planned to include them in Vs. Mode and decided against it. A more likely scenario is that the designers originally planned to have the characters' names announced in 1P Mode. Either way, it's not unusual for a developer to leave unused graphics or sounds in a game.

Incidentally, the announcer is not saying "You got a Koopa!" as you mentioned. It's hard to hear because of the crazy echo and reverb effects, but what he's really saying is "Giga Koopa!" (Bowser is known as Koopa in Japan.)

## TOKEN OF THE MONTH



Front



Back

This month's arcade token comes from the Kalahari Resort in Wisconsin Dells, Wisconsin. It was sent in by Trip Woodward of Fond du Lac, also in Wisconsin. Thanks, Trip!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Put the token in a secure envelope (so it doesn't come loose) and send it to:

*Token of the Month*  
*TIPS & TRICKS Magazine*  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211



# WIN A NINTENDO WII!

## TIPS & TRICKS Bonus Giveaway #6

We're giving away a Nintendo Wii system to one lucky reader! To qualify, just complete the following survey and mail it to us before December 30. Please print legibly!

### ENTER BEFORE DECEMBER 30 FOR YOUR CHANCE TO WIN!

1) How old are you?

16

years old

2) Which of these game systems do you own? (Check all that apply.)

- PlayStation 2
- PlayStation 3
- PSP
- Xbox
- Xbox 360
- GameCube
- Wii
- DS or DS Lite
- Game Boy Advance, SP or Micro
- PC (average system)
- PC (system designed to play state-of-the-art games)
- Cell Phone (with game-playing capability)
- None of the above

3) Which of these game systems do you intend to buy within the next six months? (Check all that apply.)

- PlayStation 2
- PlayStation 3
- PSP
- Xbox
- Xbox 360
- GameCube
- Wii
- DS or DS Lite
- Game Boy Advance, SP or Micro
- PC (average system)
- PC (system designed to play state-of-the-art games)
- Cell Phone (with game-playing capability)

4) Are you male or female?

- Male
- Female

5) Are you a subscriber to TIPS & TRICKS?

- Yes
- No

6) If you are a subscriber to TIPS & TRICKS, how long have you been one?

- Just subscribed
- Within the last six months
- At least a year

7) Do you save your old issues of TIPS & TRICKS?

- Yes
- No

8) Do you enjoy anime?

- Yes
- No

9) If you enjoy anime, which of the systems listed below do you own? (Check all that apply.)

- PlayStation 2
- PlayStation 3
- PSP
- Xbox
- Xbox 360
- GameCube
- Wii
- DS or DS Lite
- Game Boy Advance, SP or Micro
- PC (average system)
- PC (system designed to play state-of-the-art games)
- Cell Phone (with game-playing capability)
- None of the above

10) Do you read comics and/or manga?

- Yes
- No

11) If you enjoy comics and/or manga, which of the systems listed below do you own? (Check all that apply.)

- PlayStation 2
- PlayStation 3
- PSP
- Xbox
- Xbox 360
- GameCube

Congratulations  
to ANDREW HARRIS  
of Washington,  
D.C., winner of  
a Sony PSP in  
TIPS & TRICKS Bonus  
Giveaway #3!

- Wii
- DS or DS Lite
- Game Boy Advance, SP or Micro
- PC (average system)
- PC (system designed to play state-of-the-art games)
- Cell Phone (with game-playing capability)
- None of the above

12) Do you buy action figures?

- Yes
- No

13) If you buy action figures, which of the systems listed below do you own? (Check all that apply.)

- PlayStation 2
- PlayStation 3
- PSP
- Xbox
- Xbox 360
- GameCube
- Wii
- DS or DS Lite
- Game Boy Advance, SP or Micro
- PC (average system)
- PC (system designed to play state-of-the-art games)
- Cell Phone (with game-playing capability)
- None of the above

Continued on next page 

## Continued from previous page

<p><b>14) Do you play computer games online?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>15) Do you play console games online?</b></p> <p><input type="checkbox"/> Yes  <input checked="" type="checkbox"/> No</p> <p><b>16) Do you play games on your cell phone?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>17) Do you enjoy playing sports games?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>18) Have you visited <i>TipsTricks.com</i>?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>19) How often do you visit <i>TipsTricks.com</i>?</b></p> <p><input type="checkbox"/> Often (once a week)  <input checked="" type="checkbox"/> Now and then (once a month)  <input type="checkbox"/> Occasionally (a few times a year)  <input type="checkbox"/> Rarely (once a year)</p> <p><b>20) Would you visit <i>TipsTricks.com</i> more often if it contained new material, game strategy, tips, Easter Eggs, etc on a regular basis?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>21) Which of our five most recent columns do you enjoy most?</b></p>	<p><input type="checkbox"/> Video-Game Comics  <input type="checkbox"/> Mega Mania  <input type="checkbox"/> Animation Station  <input checked="" type="checkbox"/> Action Packed  <input type="checkbox"/> Games on Film</p> <p><b>22) Do you look forward to seeing movies based on video and computer games?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>23) Would you like to work in the video-game business?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>24) Would you like to see articles on how to get into the video-game business in <i>TIPS &amp; TRICKS</i>?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>25) Did you know that <i>TIPS &amp; TRICKS</i> has a mascot?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>26) Do you care that <i>TIPS &amp; TRICKS</i> has a mascot?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>27) What are your favorite columns in <i>TIPS &amp; TRICKS</i>? (Check all that apply.)</b></p> <p><input checked="" type="checkbox"/> Strategy Guides  <input checked="" type="checkbox"/> Previews  <input checked="" type="checkbox"/> Reader Mail  <input checked="" type="checkbox"/> Gaming Gear  <input checked="" type="checkbox"/> Games on Film</p>	<p><input checked="" type="checkbox"/> Video-Game Comics  <input type="checkbox"/> Mega Mania  <input type="checkbox"/> Animation Station  <input checked="" type="checkbox"/> Action Packed  <input type="checkbox"/> Gaming 2 Go  <input type="checkbox"/> Online Gamer  <input type="checkbox"/> Final Fantasy World  <input type="checkbox"/> Halo 2 Insider  <input checked="" type="checkbox"/> Sports Desk  <input checked="" type="checkbox"/> Collector's Closet  <input checked="" type="checkbox"/> Japan Report  <input checked="" type="checkbox"/> Codes</p> <p><b>28) Would you like to see <i>TIPS &amp; TRICKS</i> cover computer games as well as console games?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>29) How many other game magazines do you read in a typical month?</b></p> <p><input type="checkbox"/> 0  <input type="checkbox"/> 1  <input checked="" type="checkbox"/> 2  <input type="checkbox"/> 3  <input type="checkbox"/> 4 or more</p> <p><b>30) Do you read any other game strategy magazines besides <i>TIPS &amp; TRICKS</i>?</b></p> <p><input checked="" type="checkbox"/> Yes  <input type="checkbox"/> No</p> <p><b>31) If you do read other game strategy magazines, which ones do you read?</b></p> <p><input checked="" type="checkbox"/> Cheat Codes  <input type="checkbox"/> Code  <input type="checkbox"/> Code Vault</p>
---	--	--

Please complete the following:

Name: Adam Helfrich Phone #: Home: 310-200-1120

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_

E-Mail Address: \_\_\_\_\_

Send your answers to:

**GIVEAWAY #6**

**TIPS & TRICKS**

**8484 Wilshire Blvd. #900  
Beverly Hills, CA 90211**

## WATCH FOR MORE BONUS GIVEAWAYS COMING SOON!

**ENTRY AND OFFICIAL RULES:** NO PURCHASE NECESSARY TO ENTER OR WIN. Participation in the Drawing constitutes entrant's full and unconditional agreement to and acceptance of these Official Rules. The drawing will occur on January 2, 2007; deadline for entry is 5:00 p.m. PST December 30, 2006. The Drawing is sponsored by *Tips & Tricks Magazine*, 8484 Wilshire Boulevard, Suite 900, Beverly Hills, CA 90211 [the "Sponsor"]. Eligibility: The Drawing is open to persons of any age other than employees, officers, and directors of the Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies as well as their respective immediate family members and persons living in their same household. Residents of Arizona are not eligible to participate. How to Enter: You can enter the Drawing by mailing a completed questionnaire to *Tips & Tricks* Bonus Giveaway #5, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Only entries with the entrant's name, age and address are eligible for the Drawing. ONLY ONE ENTRY PER PERSON IS PERMITTED. MULTIPLE ENTRIES BY THE SAME PERSON WILL DISQUALIFY ENTRANT. NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. How to Win: The Winner will be selected at random by a representative of *Tips & Tricks* Magazine on January 2, 2007 at 1:00 P.M. PST from among all eligible completed entries, subject to verification. One (1) entry will be selected for the Drawing's Prize—a Nintendo Wii game system (approximate total retail value \$250.00). No alternative prizes, cash, or other substitutions are permitted except at Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. Winner will be selected from all eligible entries received by December 30, 2006. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry deadline. 300,000 notices of the Drawing will be distributed. After being contacted by Sponsor by mail, the winner will have 10 days from date of notification to claim his/her prize by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify Winner. Winner may be required to sign and return a release of liability, declaration of eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, Winner agrees to the use of his/her name, voice and/or likeness for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. If a selected winner cannot be contacted, is ineligible, fails to claim the prize, or fails to timely return the completed and executed declaration and releases as may be required, the prize may be forfeited and alternate winners selected. General Terms and Conditions: By entering the Drawing, each participant agrees to be bound by these Official Rules and the decisions of the Sponsor, which shall be final. Sponsor, the agents and representatives of Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors are not responsible for and shall not be liable for any (i) condition caused by events beyond the control of Sponsor that may cause the Drawing to be disrupted or corrupted; (ii) any injuries, losses, or damages of any kind arising in connection with or as a result of the prizes, or acceptance, or use of the prizes, or from participation in the Drawing; or (iii) any printing or typographical errors in any materials associated with the Drawing. Sponsor reserves the right, in its sole discretion, to suspend or cancel the Drawing at any time. By participating in the Drawing, each participant agrees to release and hold Sponsor and the employees, officers, directors, shareholders, agents, representatives of Sponsor and their respective affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors, harmless from any and all losses, damages, rights, claims and actions of any kind in connection with the Drawing or resulting from acceptance or use of the prizes, including without limitation, personal injury, death, and property damage, and claims based on publicity rights, defamation, or invasion of privacy. Wii is a registered trademark of Nintendo. Nintendo is not in any way affiliated with or a sponsor of this Drawing. All other trademarks are the property of their respective holders.





# Gaming Gear

hardware  
peripherals  
accessories

► The Neo Recharge Pack (MSRP: \$19.99) from JOYTECH is an accessory bundle for your Xbox 360 wireless controller. The package includes one battery, a docking station, an AC adapter and a USB charging cable that you can plug into your Xbox 360. The Recharge Pack also features high-speed recharging so you can get back to wireless play quickly.



► Nyko's Front Man wireless PS2 guitar controller is compatible with both Guitar Hero and Guitar Hero II. The \$59.99 unit is powered by two AA batteries and features 2.4 GHz wireless technology that functions at a range of up to 25 feet. With a body style that resembles a Gibson Explorer, the Front Man also features a realistic wood grain neck and chrome finish.



► JOYTECH's Neo Communicator (MSRP: \$19.99) attaches to the bottom of your Xbox 360 controller and acts as two-way speaker and microphone. Perfect for Xbox Live, the Communicator eliminates the need for a bulky headset when playing online; the speaker and microphone are integrated right into the device, along with a volume control. Best of all, the Communicator does not require batteries; it is powered by its connection to the controller.



► Nyko's \$49.99 Zero Wireless controller features aluminum panels to dissipate heat, allowing the controller to stay cool while you play your PS2 from up to 30 feet away. The backlit analog buttons make it easy to tell what you are pressing even in the dark, and a charge indicator light on the front tells you when it's time to recharge. The Zero Wireless controller comes with a USB charging cable and the rechargeable battery allows you to play for up to 25 hours between charges. Available in white, black and black/silver combinations.



► If you've ever had the urge to chuck your controller against the wall, check out the Nerf Wireless Controller by Pelican (MSRP: \$29.99). Available in a variety of colors (including classic Nerf orange, red and blue), the Nerf controller features analog sticks and buttons and a custom-designed D-pad for complete control. The Nerf material on the outside of the controller makes it soft to the touch and is durable enough to withstand rough physical activity such as spiking.



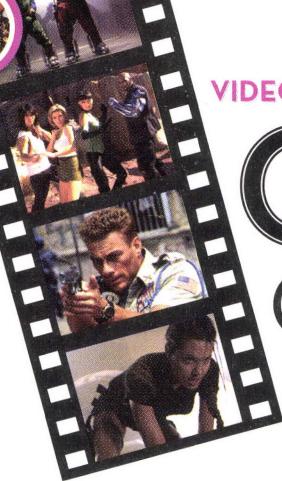
► The Guitar Hero franchise is no longer exclusive to the PS2! Red Octane announced that Guitar Hero II is also coming to the Xbox 360. Taking a cue from the PS2 Guitar Hero controller, which is shaped like a Gibson SG guitar, the 360's Guitar Hero X-Ploer controller is shaped like a Gibson Explorer. The Xbox 360 version of Guitar Hero II will offer downloadable content to take advantage of Xbox Live Marketplace and the 360 hardware's hard drive storage, so get ready to rock some micro-transactions!



VIDEO-GAME MOVIE NEWS, REVIEWS AND RUMORS

# GAMES ON FILM

by Abbie Heppe



## SCREEN SHOTS

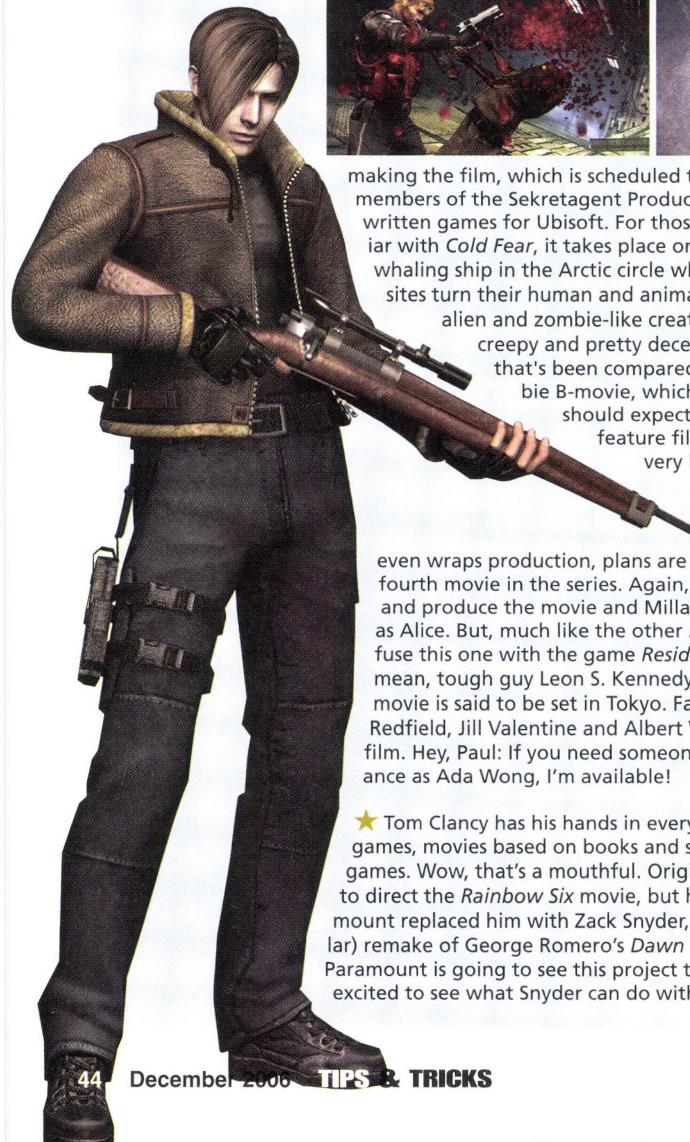
★ Score one for the survival horror genre...again. Ubisoft optioned the rights for a movie adaptation of *Cold Fear*, the game it released for the PS2, Xbox and PC in 2005. Avatar Films and Sekretagent Productions will be



making the film, which is scheduled to hit theaters in 2008. Two members of the Sekretagent Production team have previously written games for Ubisoft. For those not familiar with *Cold Fear*, it takes place on a Russian whaling ship in the Arctic circle where parasites turn their human and animal hosts into alien and zombie-like creatures. It's a creepy and pretty decent game that's been compared to a zombie B-movie, which is what we should expect from the feature film at the very least!

★ Before *Resident Evil: Extinction* hits theaters or even wraps production, plans are already in the works for the fourth movie in the series. Again, Paul W.S. Anderson will write and produce the movie and Milla Jovovich will reprise her role as Alice. But, much like the other *Resident Evil* films, don't confuse this one with the game *Resident Evil 4*. While heartthrob...I mean, tough guy Leon S. Kennedy is one of the characters, the movie is said to be set in Tokyo. Familiar faces Chris and Claire Redfield, Jill Valentine and Albert Wesker will also appear in the film. Hey, Paul: If you need someone to make a cameo appearance as Ada Wong, I'm available!

★ Tom Clancy has his hands in everything—books, movies, video games, movies based on books and soon, movies based on video games. Wow, that's a mouthful. Originally, John Woo had signed on to direct the *Rainbow Six* movie, but he left the project and Paramount replaced him with Zack Snyder, who did the newer (and stellar) remake of George Romero's *Dawn of the Dead*. It's unclear if Paramount is going to see this project to fruition, but I would be very excited to see what Snyder can do with the *Rainbow Six* property.

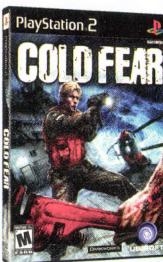


## ACTION JACKSON

Academy Award-winning movie director Peter Jackson—whose name is popping up in this column more and more these days—is throwing himself into the video-game world with full force...and it's not just for the *Halo* movie.



While details are scarce at the moment, Jackson will be working with Bungie Studios to develop content for the next chapter in the *Halo* game, as well as a second series based on original content. Jackson has also started up a new game development studio called Wingnut Interactive with Microsoft Game Studios and Fran Walsh, who has co-written and produced many movies with Jackson including *King Kong* and the *Lord of the Rings* trilogy.



**Peter Jackson and Microsoft's Peter Moore at X06 in Barcelona**

Microsoft hopes that bringing Jackson on board will expand the possibilities for gaming and storytelling on the Xbox 360. With the unnamed second project, they will specifically try to introduce non-gamers to the world of interactive entertainment. Given Jackson's dedication to games—and of course, his extraordinary talent for filmmaking—I'm beginning to feel like the *Halo* movie and his 360 projects are in pretty safe hands. Let the countdown begin!



NARUTO

FULLMETAL  
ALCHEMIST



Pokémon

INUYASHA

BLEACH

/// Anime, Video Games, Toys, dvd's, Card Games, Cosplay, Manga, more

NEW



Headbands \$17.95



Yugioh, Naruto, Pokemon



New Naruto Games



Anime Apparel, Caps

Come see us Online  
or Visit our Showroom



NEW



Get the new Winter  
Catalog and Save \$\$\$

The year's Biggest Savings & Newest Goods!  
3 Simple Ways to have a Catalog Mailed to you!

- 1 Call to Request Catalog (808) 734-5100
- 2 Mail Request to our Address provided
- 3 Request Catalog at [www.ideal808.com](http://www.ideal808.com)





# ACTION PACKED

Video-Game Action Figures & Toys *by Mark Johnson*

Vol.  
**5**



## A COLOSSAL STATUE

Give all the other figures on your shelf something to look up to with this amazing *Shadow of the Colossus* statue from Kotobukiya. The epic PS2 game *Shadow of the Colossus* has 16 unnamed colossi to

defeat, and this cold cast statue depicts the first behemoth, commonly referred to as Minotaur. The statue even includes a tiny Wander (the game's hero) at the base, holding his sword up and trying to expose the giant's weak point. Sculpted by Shinsuke Kataoka, this first behemoth will set you back about \$110 when it is released in March, so grab that jar of pennies and start counting—only 500 will be made!



**Angelo**



**Jessica**

**Hero**



**Yangus**



## Capcom's Little Ladies

Fans of video-game vixens rejoiced when Organic Hobbes announced that it will be bringing its Capcom Companion Characters to U.S. retailers. Bringing together some of Capcom's famous fighting females, this series features Chun-Li and Cammy from the *Street Fighter* series, Ingrid from *Capcom Fighting Evolution*, Lilith and Morrigan from *Darkstalkers* and Mega Man's nemesis Tron Bonne (with a cute little servbot at her side). These 4" trading figures come in more casual attire, so they look less like battlers and more like companions. Out this fall, these diminutive dolls are available now from your favorite retailer or online shop. They make great stocking stuffers!

Chun-Li

Cammy

Ingrid

Morrigan

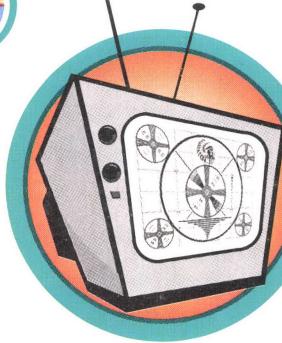


## Eek! We're Doomed!

First 4 Figures arrives on the scene with an exclusive Hell Knight resin statue, based on the character design from the *Doom* movie. The Hell Knight is one of the baddest of the baddies from *Doom*, and this wicked statue captures the creature in all its fury. There's also an alternate version with a different (and quite disgusting) base. The regular edition is limited to 1,400 pieces, but only 100 copies of the variant figure will be made, so you can feel free to pat yourself on the back when you find one of the latter. This Hell Knight statue will tear 80 bucks from your wallet and should be lurking in virtual stores now.

This variant figure is limited to just 100 pieces. Also: Eww... gross!





# Animation Station

Vol. 6

VIDEO-game anime and cartoons

by James McDonough  
and Adam Patyk

## Fightin' Words

Going Mano a Mano with *Dragon Ball Z: Budokai Tenkaichi 2*

Break out the sparring gloves and industrial-strength hair gel, because Atari's *Dragon Ball Z: Budokai Tenkaichi 2* is finally here. Recently, we had the chance to sit down with Atari producer Donny Clay to chat about the series.

**TIPS & TRICKS: What about DBZ makes it such a nice fit for video games?**

**Donny Clay:** Action—pure and simple. Amazing fight sequences. Big explosions. Very clear good guys versus bad guys. That translates perfectly to the kind of game where you want to just kick butt and take names.

**T&T: What's your involvement with Dragon Ball Z: Budokai Tenkaichi 2?**

**D.C.:** A lot of what my job entails is to make sure that everybody knows what's going on. It's a whole lot of communication between the licensors and license holder in Japan. We need approval from the actual creators of the manga as well as the animation company. I'm a big anime and video-game fan, so when you slap those two together, I'm a very happy camper.

**T&T: How does an animation-based title differ from an original intellectual property?**

**D.C.:** You have to stay very true to the license. You need to keep licensors happy, fans happy and then you still have to make a fun game. So you have some constraints that you work with, but it's such a great license that there's plenty we can do. For an original property, there are no rules or expectations, so it's definitely a different ball game.

**T&T: What do you need to keep in mind when translating a story-based concept such as a cartoon into the more interactive video-game medium?**



**D.C.:** First and foremost, *Dragon Ball Z* is not all action; a lot of the appeal comes from those little niche things—comedy, soap opera, etc.—that are in the series. I try to watch for that type of stuff, and put things in that only the hardcore fans would know about. You also have to worry about play balance. If you know the

show, obviously there are some characters that wouldn't have a shot in hell against Goku in a fight. And it wouldn't be much fun if you get to pick your favorite character and Goku whips you every time. So we have to make things fair.

**T&T: With years of history and millions of fans, is there any pressure working on DBZ?**

**D.C.:** Every day...every interview. You have to keep the fans happy. We listen and we make the games better according to how they want it. It's not necessarily pressure...it's hard to explain. I take pride in my work and definitely like trying to deliver to the fans.

**T&T: So the fans keep you on your toes, huh?**  
**D.C.:** That's for darn sure!

**T&T: You've also worked on a few Superman games. If you were a betting man, which solar-powered alien is your money on: Goku or Supes?**

**D.C.:** This is the double-edged question, because anything I say is going to be used against me in a court of law for sure...but I've got to go with Goku. I think he's had more training as a fighter. All he ever does is eat, sleep, train and battle. Superman isn't always training. He flies around and writes for a newspaper, so I don't think he's at the top of his game like Goku is.





# NARUTO CHEAT SHEET!

## Naruto: Clash of Ninja 2 Unlockable Characters

Level 1 Character	How to Unlock	Cost
Iruka	Complete Story mode	2,000
Neji	Complete Story mode	2,000
Kankuro	Purchase Neji	2,500
Haku	Purchase Iruka	3,000
Zabuza Momochi	Purchase Iruka	4,000
Might Guy	Purchase Kankuro	3,500
Level 2 Character	How to Unlock	Cost
Crow	Purchase Might Guy	2,500
Akamaru	Purchase Might Guy	2,500
Nine-Tailed Naruto	Purchase Crow and Akamaru	5,500
Sharingan Kakashi	Purchase Nine-Tailed Naruto	7,500
Mizuki	Purchase Iruka and Sharingan Kakashi	15,000
Orochimaru	Purchase all of the above characters	50,000
Sharingan Sasuke	Complete all unlockable story mode chapters	100,000

Still having a tough time making the grade? Then use these hints to jump-kick your way to the head of the ninja class. Believe it!



## Naruto: Ninja Council 2 Tips

- In Stage 7, take down Garaa with only Naruto alive for a very special battle to begin. Win and you're in for a special cheat treat!
- Don't waste your scrolls on air-borne opponents! It's about as useless as fighting a ninja with rolls of old paper...er...ah...you know what we mean.
- Get straight "As" throughout the game to unlock a little help from the 3rd Hokage.



# REWIND

Classic Video-Game Animation

## F-Zero GP Legend

Getting jolted awake from a nap can make anyone cranky...especially if that "nap" has lasted for 150 years!

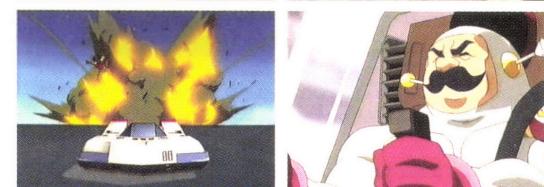
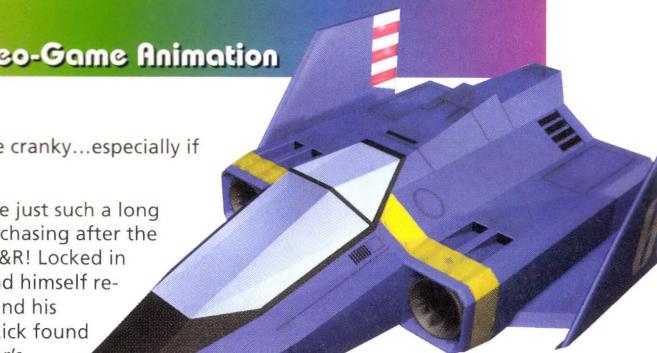
21st-century New York cop Rick Wheeler had to take just such a long break following the serious injuries he received from chasing after the criminal known as Zoda—but it wasn't any voluntary R&R! Locked in stasis after a near-fatal car crash, he was shocked to find himself revived in the year 2201 A.D., far away from his old life and his beloved girlfriend, Haruka. Groggy-eyed and fried, ol' Rick found himself pressed into service as a member of Jody Summer's Elite Mobile Task Force, a group of top racers determined to keep the prize money of the F-Zero tournament out of the hands of no-goodnik speed-freaks like Black Shadow's vile Dark Million gang.

Sound vaguely familiar? It should! Nintendo's F-Zero series set the pace for all futuristic racing games to follow, starting with the U.S. release of the original Super NES title in the early 1990s. Series icon Captain Falcon piloted his high-tech racer the Blue Falcon (no Dyno-Mutt jokes, please) through the F-Zero competition,

a sort of intergalactic NASCAR. The initial game spawned a series of sequels, most of which featured the bounty-hunting Captain in one form or another. C.F. also got around the Nintendo-verse with various cameos, including his appearance as a playable character in the *Super Smash Bros.* games.

The F-Zero anime series premiered on Japanese TV during October of 2003. One odd thing that fans of the games noticed was that although the show's Japanese title translated roughly to *F-Zero: Legend of Falcon*, Captain Falcon wasn't the featured character. Instead, newcomer Rick took the helm, coming to terms with his new era, dealing with his also-revived foe Zoda, and [Spoiler Alert!] even eventually inheriting the legendary and mysterious Captain Falcon's mantle at the end of the series!

Because of its variations on some established F-Zero continuity points, the cartoon can be considered a "reboot" of the series (which already had plenty of minor conflicts between the various games, instruction booklets and other materials). Although the series ran for 51 episodes in Japan, only a handful of English episodes were aired in the U.S. by licensor 4Kids, and none are currently available on DVD.





## MEGA MAN: POWERED UP

### DOWNLOADABLE CONTENT PART 1

*Mega Man: Powered Up* has been on store shelves for several months now, but Capcom has been making sure that the game doesn't become stale by offering loads of downloadable content. All you need is a wireless router, your PSP and a copy of *Powered Up*. From the Construction Mode menu, choose "Download" and you'll be taken to an area where you can download dozens of player-created custom stages as well as the neat extras that Capcom has been doling out over time since the game was released. This month we're looking at one of those neat extras: Roll, Dr. Light's helper robot and the female counterpart to Mega Man.



#### THE MANY FACES OF ROLL

Each month since the release of *Mega Man: Powered Up*, Capcom has been making new versions of Roll available on the download site. Each version of Roll features a different costume (and most have a themed weapon as well), but all share a common trait—Roll can only attack enemies at close range, which makes her more difficult to play with than most of the other available characters!



##### Roll Refuses to Lose!

This is the basic Roll, the one that appears in the game standing near Dr. Light at the stage-select screen. Roll was designed as a housekeeping robot, and this is reflected in her weapon of choice: a handy broom!



##### Rainy Day Roll

Roll is ready for the downpour in her too-cute-for-description frog suit and umbrella. Of course, it's raining evil robots in *Mega Man* games, so Roll will need to use her umbrella to fight them off as well as stay dry.



##### Mega Man 8 Roll

A slight variation of the original Roll, this version sports long sleeves and a pair of buttons on the front of her dress. Like the original Roll, the *Mega Man 8* version also wields a broomstick in battle.



##### Straw Roll

Roll demonstrates another of her many talents with this costume—she must be a pretty good bug catcher with the big net she carries here. It's useful for taking out the many airborne enemies you'll encounter in *Powered Up*.



##### Ninja Roll

Dressed in the garb of a Kunoichi—a female ninja—Roll brandishes a wicked sword along with the costume.



##### Vacation Roll

Decked out in beachwear and carrying a large umbrella for keeping out of the sun, Roll takes some time out from her vacation plans to help Mega Man fight Dr. Wily's creations in this costume.



##### Valentine Roll

There's nothing quite like bashing enemies with a giant box of chocolates. That's what this Valentine's Day-themed Roll does—Dr. Wily's minions won't know what hit them!



##### Summer Roll

I'm not sure what dressing up in a bunny costume and carrying a giant mallet has to do with summer, but if anyone can pull it off, it's Roll. Plus, it's always fun to hit things with a giant hammer.



##### Sports Roll

This version of Roll carries a flagstick which she can use to beat her enemies senseless.



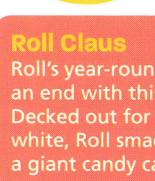
##### Halloween Roll

Roll gets spooky for Halloween in a witch costume, complete with a broomstick.



##### Knight Roll

Roll borrowed some armor from Arthur of Capcom's *Ghosts 'n Goblins* series for this costume. She's dressed as a medieval knight and carries the requisite lance—perfect for skewering her enemies.



##### Roll Claus

Roll's year-round costume bonanza comes to an end with this Christmas-themed outfit. Decked out for the holiday in red and white, Roll smacks her enemies around with a giant candy cane!



If you're a *Mega Man: Powered Up* fan and you haven't done so already, get online and download all of these different versions of Roll for a different play experience than you've been used to! Next month we'll look at the rest of the exclusive downloadable content from Capcom—new and exciting graphics and themes for Construction Mode, including a cool themed stage pack that will let you recreate the setting from a classic Capcom series!



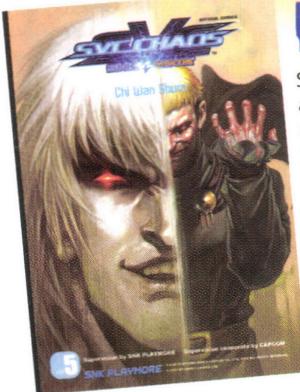
# VIDEO GAME COMICS

and Comic Book Games

Vol.  
8



## Better Than the Game?



Sure, we'll admit it: Lots of video game-based comics aren't very good. But the *SvC Chaos: SNK vs. Capcom* series from publisher DrMaster (pronounced "doctor master") is a rare example of a graphic novel series that's actually better than the game it's based on!

Writer/artist Chi Wan Shum respectfully renders the characters with hundreds of very thin, black ink lines, but certain important or dramatic panels are illustrated in a beautiful painted style with rich, soft colors. Sure,

the story is non-sensical;

it's basically a fighting-game version of Marvel's *Secret Wars* series, with SNK and Capcom characters teleported to a "parallel world" to do battle. But the artwork is exquisite, and the action never lets up. DrMaster has made a name for itself by introducing American readers to martial arts comics from Hong Kong, and in true HK kung-fu comic style, the characters in *SvC Chaos* shout out the names of their special techniques as they perform them. You also get to see some outrageous

scenarios that would never take place in the one-on-one fighting game; for example, in Volume 4, Hugo and Earthquake literally sandwich Kyo Kusanagi between their enormous stomachs...for six whole pages!



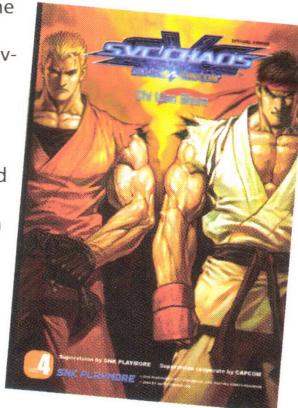
Unfortunately, the *SvC Chaos* books are a little on the pricey side at \$13.95 each. But you get a lot of reading for the dough—128 pages in each volume—and they come with

glossy covers and perfect binding, so you can stand 'em up nicely on your book-



DEMON. YOU CAN LOOK ALL YOU WANT! NOW... WHO WANTS TO DIE FIRST?

shelf. Volume 5 was just released, and several of the earlier volumes in the series are already out of print, so if you're thinking about checking them out, don't wait too long to jump on board!



NOW SHIPPING!



**Sonic the Hedgehog #169**  
(Archie)  
Writer: Ian Flynn  
Artist: Tracy Yardley



**Sonic X #14** (Archie)  
Writer: Joe Edkin  
Artist: David Hutchison/  
Jim Amash



**Sonic X #15** (Archie)  
Writer: Joe Edkin  
Artist: Todd Wahnhis/  
Terry Austin



**Street Fighter Legends:  
Sakura #4** (Udon)  
Writer: Ken Siu-Chong  
Artist: Omar Dogan



**Death, Jr. Vol. 2 #3** (Image)  
Writer: Gary Whitta  
Artist: Ted Naifeh



**Metal Gear Solid:  
Sons of Liberty #9** (IDW)  
Writer: Alex Garner  
Artist: Ashley Wood



**Dragon's Lair #3** (Arcana)  
Writer: Andy Mangels  
Artist: Fabio Laguna



**Perfect Dark:  
Janus' Tears #3** (Prima)  
Writer: Eric S. Trautmann  
Artist: Cold Fuzion Studios



**Sonic the Hedgehog  
Archives Vol. 1  
Trade Paperback** (Archie)  
Writer: Mike Gallagher  
Artist: Dave Manak

Here's a list of video game-related comics and manga that are currently on sale. To locate a comic shop near you, call 1-888-COMICBOOK or visit [cls.diamondcomics.com](http://cls.diamondcomics.com).

# gaming 2 go

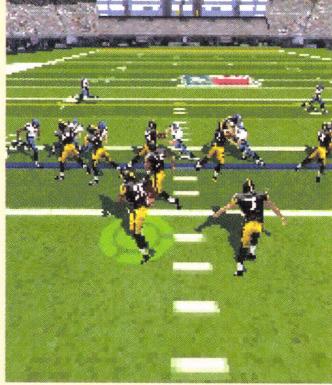
by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

Vol.  
27

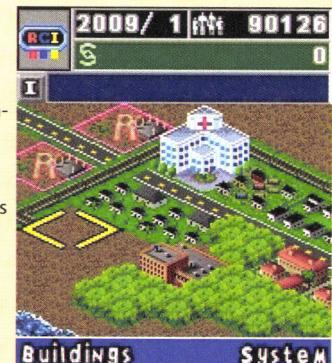
## HONEY, I SHRUNK THE HITS!

Electronic Arts is tapping its vast library of video games and bringing many of them to a handset near you. *Madden NFL 07 3D* beefs up the visuals and gameplay of previous mobile football games in a big way. The players are bigger and smoother than ever before, and it's easy to craft a pass to one of your receivers, even though completions are not guaranteed. It's also fun to hear the distinctive voices of Al Michaels and John Madden analyzing the plays (though it doesn't take long before they become repetitive).



Best of all, the game spans different ability levels. The experienced *Madden* player will jump right in and feel at home; on defense, the newbie can take some time to get the feel for it by letting the computer pilot the action for a while, because the game will run the play until you start moving the controls. On offense, it'll require a bit more input, but you'll be assisted nicely by the color-coding system originated by Jamdat; players are colored green, yellow or red to indicate how open a receiver is or the ballcarrier's chances of being tackled. Even on a mobile device, *Madden* is still the football game to beat.

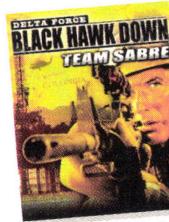
EA is also bringing back *SimCity* with new mobile release. If you aren't familiar with it, the game first came out in the late '80s for PCs, offering players a strategic contest built around being a city planner. You start with a simple power plant, but you'll then need residential, industrial and commercial areas to really get your city moving...and don't forget roads, a police station, a fire station, etc. And just when you think your burg is smoothly sailing along, some natural (or unnatural disaster) will come along to test your governmental resolve.



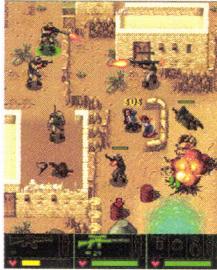
Little is lost scaling down the game to pocket size, with the main hurdle (aside from creating a successful town) being that you can't see much of your city at any given time. In addition to the main city creation section, there's a Scenario mode that provides 20 set situations and establishes a goal that you need to reach for each one in order to beat it. Best of all, *SimCity* enables you to do a little work here and there, then save it and put it back in your pocket until later.

situations and establishes a goal that you need to reach for each one in order to beat it. Best of all, *SimCity* enables you to do a little work here and there, then save it and put it back in your pocket until later.

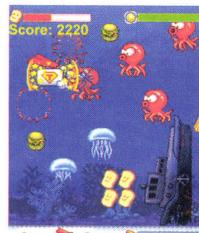
## GUNS AND TOASTERS



Vivendi Mobile is picking up the pace for its fourth-quarter release schedule. *Black Hawk Down: Team Sabre* takes a shot at putting the PC action game in the palm of your hand. And there's variety in what you have to do. For example, the first mission has you flying a helicopter around enemy territory, doing your best to gun down the soldiers, tanks and rocket launchers before they knock you out of the sky. Then, the next mission has you moving a soldier trio—sniper, rifleman and engineer—around the grounds to pick off gunmen, defuse mines and rescue hostages.



*Team Sabre* ends up providing a nice blend of action and strategy, set across ten missions (and, by the way, it looked crisp and clean on the Samsung Blade phone that I played it on). It'll take you a little while to get through all the challenges, and there's usually little things you can do differently in subsequent playthroughs to boost your score—so you probably will try again.



Another game, *After Dark: Flying Toasters*, is a real nostalgic trip down memory lane, if you're a veteran computer user. About a million years ago—okay, it was not quite



20 years ago—a small company named Berkeley Systems released a screen saver called *After Dark*. One of the more popular modules in the package was called "Flying Toasters," which was just what the name described. Now that classic screen saver has been turned into a mobile game. The premise is pretty light: You need to navigate your flying toaster through the sky, snatching up pieces of bread, pizza and more foods that are floating around the game's eight level. However, in the same aerial neighborhood are asteroids and cows. Getting the good foods adds to your score; running into one of the obstacles destroys your toaster, takes away one of your hearts and sends you back to the beginning of the level to start all over again.

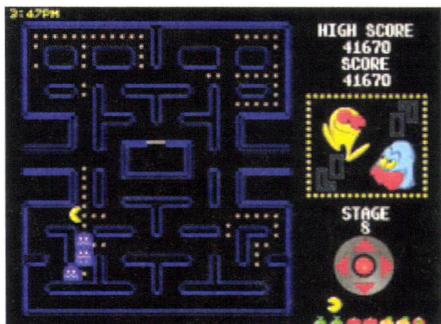


# Games Go iPod

Apple has long been seen as a potential challenger in the video-game world, with tons of rumors swirling around that it would make its own console to compete against the existing hardware manufacturers. In fact, its technology was licensed to Bandai for a short-lived multimedia system in the '90s called Pippin, which, for the most part, has been its only serious stab at a piece of the video-game pie.

In a somewhat unexpected move, Apple recently entered the game race in big way, by shipping a new "fifth generation" version of its iPod pocket-sized music player—which also now plays games.

The first batch of nine titles—each of which carries a \$5 price tag—includes a few familiar names from the annals of classic coin-op and casual games, as well as a few fresh concepts. Of course, all of these games are uniquely designed to take advantage of the iPod's touch-sensitive controls, which puts an interesting twist on playing, but also means you don't need any additional hardware. Here's a look at what was released in the first group:



The biggest name is Namco's *Pac-Man*, which looks just like the arcade original. Instead of a joystick for control, you use the click wheel to move the yellow chomper around the maze. Unfortunately, the wheel takes some getting used to, and when

you get to situations that require quick direction changes, it's difficult to be fast and precise.

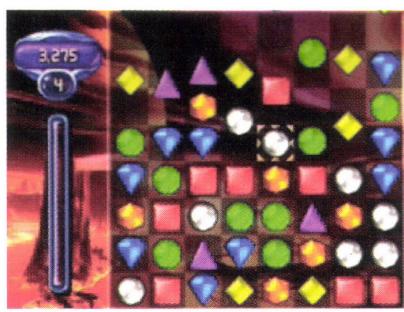


A version of *Tetris* is also making its appearance on iPod, by way of EA Mobile. The game has great style and pace, and the wheel makes it pretty easy to move and rotate the pieces.



falling, so you know what it'll do when it lands. Three different gameplay modes are available for added variety.

*Bejeweled*, a gem-matching title, is one of the more popular casual games online, and it has made a smooth transition to the iPod. Though selecting the gem you want to move is slower with the click wheel than a mouse (which makes it tougher in the timed mode), it's fairly intuitive and takes little time for you to get used to it.

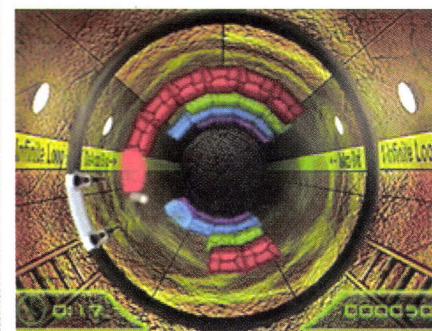


*Mahjong* is a take on the classic tile-matching game. It offers basic single-player action, multiplayer "pass 'n play" and the "Emperor's Challenge," which provides a series of races against the clock. It's easy to rotate around the pieces on the board using the wheel, and as simple to choose the highlighted piece with the Select button.

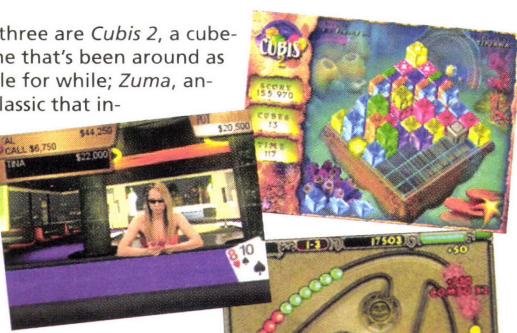


As the name implies, *Mini Golf* sets you up on a "pitch 'n' putt" golf course. From an overhead view, you turn the golfer with a dotted line to indicate the direction he or she will be shooting. Then it's just a matter of doing a two-click shot (first to initiate

swing with some oomph using the power, then clicking at the right amount of force to get it to the hole) and trying to get the lowest score across the game. Get par or better across 18 holes, and you'll have an opportunity to unlock new courses. It's a blast.



Maybe the best of the initial collection is *Vortex*, which is something like *Breakout* in a cylinder. You move the paddle around the outside (which is easy using the click wheel) to hit a ball into some blocks that also rotate around the playfield. This is killer fun.



The other three are *Cubis 2*, a cube-matching game that's been around as a casual PC title for while; *Zuma*, another casual classic that involves firing colored balls into a swirling line of balls to match (and eliminate) groups; and *Texas Hold 'Em*, obviously an iPod version of the popular poker variation.



It's clear that Apple is serious about making the iPod a mobile-game contender, along with phone handsets and PDAs. The initial wave of games indicate that the company will provide a variety of genres, though it's also apparent that care will need to be taken to avoid titles that won't translate to the iPod's unique control mechanism. As for what's coming up, Apple is mum about when new iPod-compatible games will be released or what titles we'll see, but we'll certainly update you when there's more information.



# ONLINE GAMER

Get Connected to the World of Online Console Gaming

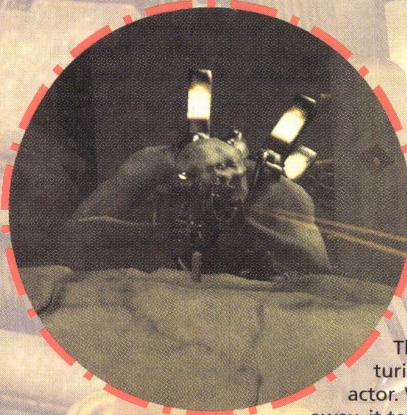
by Jeb Haught  
Xbox Live  
Gamertag:  
BigWyrm

Vol.  
28

## RESISTANCE FALL OF MAN

HANDS-ON  
WITH  
PLAYSTATION 3  
ONLINE

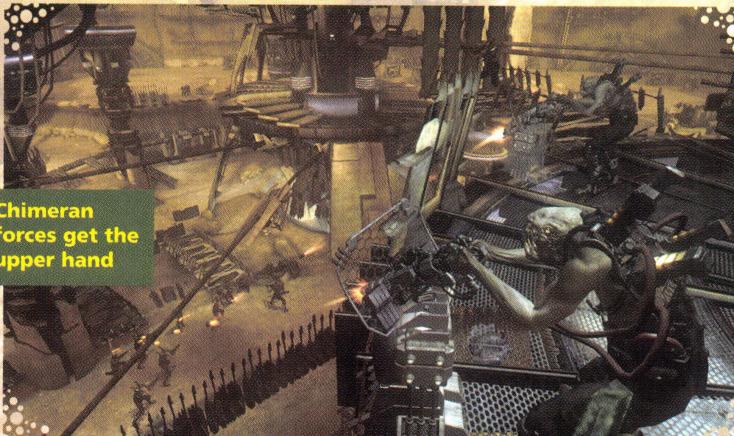
As I sat comfortably on a warm September morn, sipping a latte and reading through my e-mail, I had no idea that the Chimeran threat was spreading across Asia and Europe like the black plague, annihilating every living thing in its path. A few hours later, I found myself gearing up at Insomniac Studios in Los Angeles for an online battle of epic proportions, playing Sony and Insomniac's PlayStation 3 epic *Resistance: Fall of Man* against testers in San Francisco. Fortunately for us n00bs, the San Franciscan players were interspersed with the media in order to level the playing field.



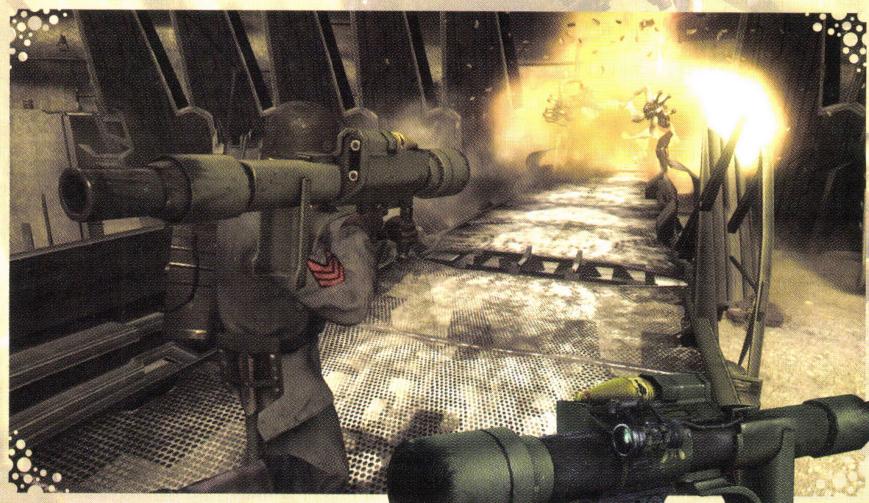
With several online multiplayer modes to choose from—including deathmatch, team deathmatch, Capture the Flag and Meltdown (conquest)—my C.O. (Mike Stout, lead multiplayer designer) informed us that we would be engaging the enemy in 20 vs. 20 Breach Mode. This mode plays just like the standard conquest mode that gamers are used to, but the main goal for each side is to destroy the opponent's reactor.

This is done by making your way to their main base, capturing Nodes, infiltrating the base and shooting out the reactor. While it is possible to sneak into the base and start firing away, it takes several people a couple of minutes to blow it up. This is made much more difficult by the fact that the enemies' main base is also their main spawn point, so going at it alone is not very effective.

Before we entered the Chimeran Dig Site, Mike informed us of the rewards that can be achieved. Players earn experience points for doing well, and these points help them rise in level all the way from 1 to 60. Not only does this increase their military ranks, but it also compensates them with player skins and other rewards so they can have visual proof of their prowess to show other players. In addition to an extensive



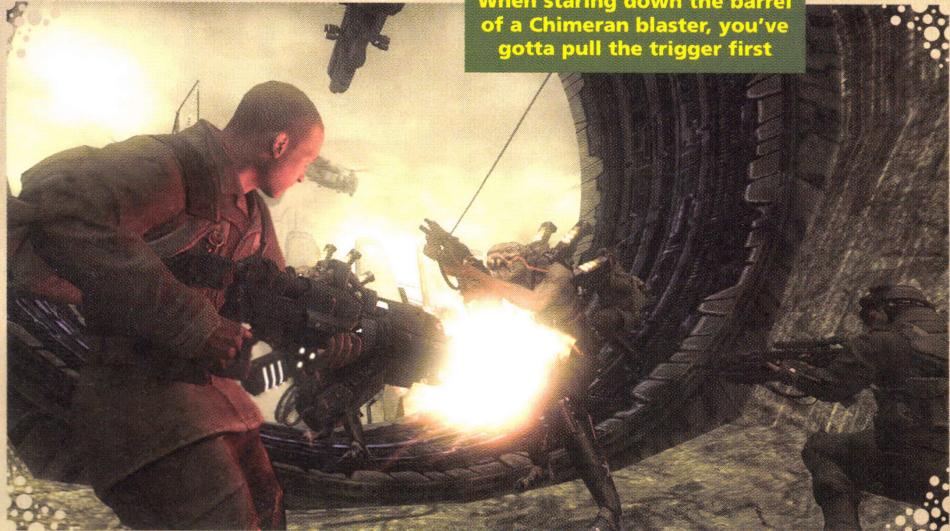
Chimeran  
forces get the  
upper hand



stat-tracking system, *Resistance* has separate buddy and clan lists to lessen the clutter of having one list to cover everything. Stats are only tracked in ranked games, but there are also unranked games that let players manipulate certain parameters such as the weapons to be included or the levels to be played.

When "boot camp" was over, we were unleashed on the server to cause as much mayhem as possible. I started as a U.S. Ranger and spawned in our main base with several teammates. We immediately rushed to grab weapons from the ground, and I got my grubby mitts on the Far Eye. While each Ranger starts with a standard assault rifle that also discharges grenades, there are several great weapons that all reflect the ingenuity of those found in Insomniac's *Ratchet & Clank* series. Both Chimeran and human weapons exist, and each race can use any weapon found in the game. In addition, there is no limit to the amount of weapons that players can carry.

Throughout my first game, I experimented with as many weapons as possible. I found the Hailstorm to have an incredibly high rate of fire, but less accuracy at a distance. However, its bullets can bounce off of objects, and their damage actually increases when they do so. The Hailstorm's alt fire empties every round in its clip to create a floating turret that auto-tracks enemies, so I felt obligated to leave a few "surprises" in defense of Nodes that my team had captured. Firing the Sapper is no ordinary experience; it emits strange-looking explosive globules that stick to the ground, ceiling and each other. This defensive weapon's alt fire detonates globules from anywhere in the level, allowing players to set traps for unwitting enemies.

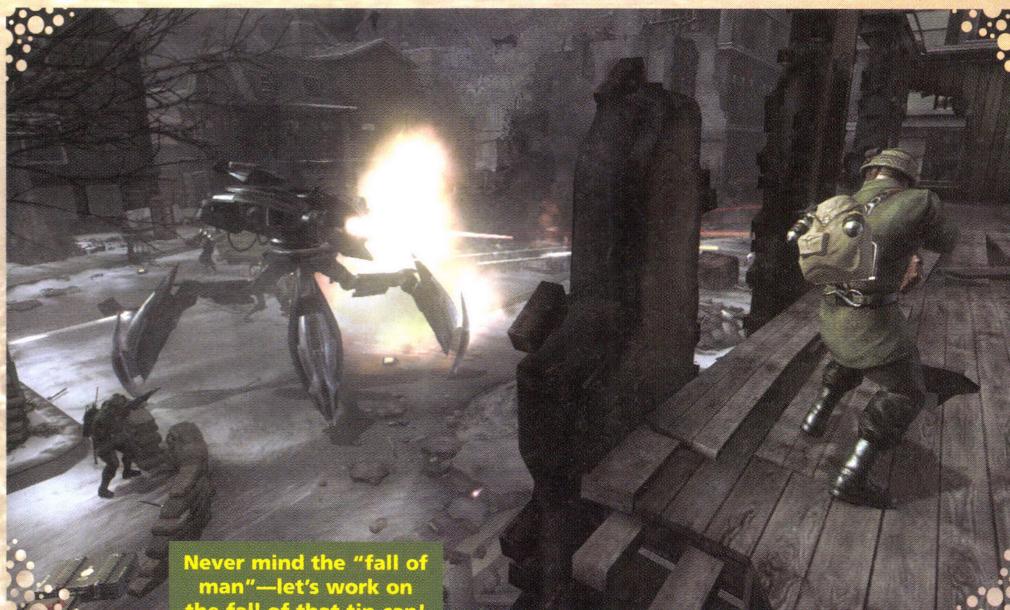
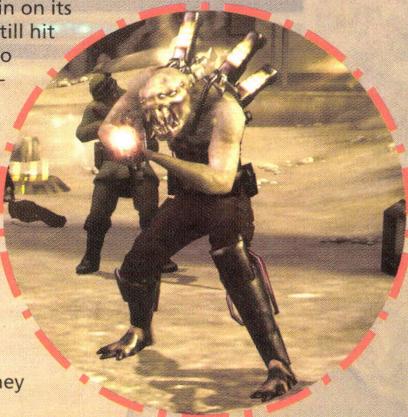


When staring down the barrel of a Chimeran blaster, you've gotta pull the trigger first

One of my favorite weapons is called the Auger. It has powerful projectiles that can pierce nearly anything, including walls and shields, with a cool-looking effect that shoots sparks out of the back of the bullet. Its alt fire sets up temporary floating shields that are large enough to provide cover for humans or Chimeras. Halfway through my first game, I saw one player back up against a wall and put up two shields that projected from the wall to meet in front of him. Doing so protected him from gunfire from every angle. The only way to circumvent his strategy was to use an Auger to shoot through his shields or toss grenades at his feet.

Since I consider myself to be the original "rocket sniper," I was eager to try out the rocket launcher, or Laark as it is called. While it fires dumbfire rockets, they can be manipulated by using a laser targeting system. Hold the laser on the target, fire the rocket in another direction and watch it home in on its destination! This lets players fire around cover and still hit the enemy with extreme accuracy. Each rocket can also be stopped in mid-air, redirected and let loose for a surprising explosive greeting. The Laark's alt fire unleashes a cluster of rockets for a more devastating punch!

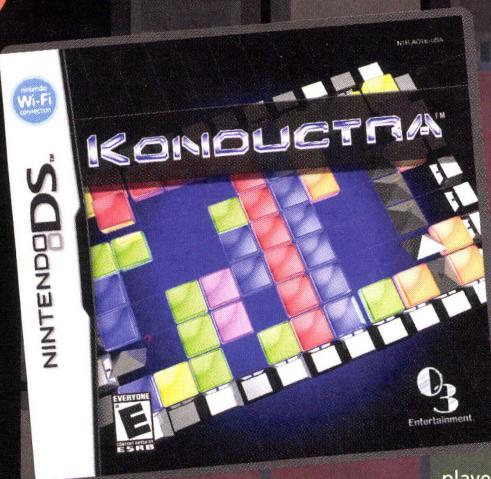
After the first round, it was time to switch sides and play as a Chimeran. Rushing out into the playing field, I noticed that I could only see friendly players on my radar. While I was busy running around as a Ranger, I took for granted the fact that I could locate enemies with my radar. I also quickly discovered that using the sprint ability as a Chimeran made my character heat up quickly and lose health. On the plus side, the Chimeran can activate "rage mode," a special ability that temporarily increases their firepower and lets them see through walls. But initiating this power isn't all good, as health cannot be regenerated when it is active. Speaking of which, there are no health packs or power-ups in the game. Instead, *Resistance* uses a health regenerating system that fills up the health bar when the player is out of combat for a few seconds. As a result, it is not uncommon to see players "hiding" around each level while they wait for their health bar to refill.



Never mind the "fall of man"—let's work on the fall of that tin can!

Despite running 40 players at a time and featuring high-resolution textures, excellent lighting effects, large environments and completely hectic gameplay, *Resistance: Fall of Man* showed little to no noticeable lag in my online experience. The gameplay seems like a cross between the run-and-gun style of *Unreal Tournament* and the strategic elements found in modern military shooters. Teamwork is essential, as no weapon/race combination is powerful enough to give a distinct advantage.

With so few PS3 launch titles featuring online play, *Resistance* looks to be any action fan's best bet for online fun.



# KONDUCTRA

## More Exciting Than Tetris?

Even though the Nintendo DS is gearing up for Internet surfing by using the open source Opera Web browser, there are still few games that feature online gameplay. Most are released by Nintendo itself, but O-3 Entertainment's unique puzzle game *Konductra* actually focuses on multiplayer gameplay.

While there are two single-player modes, they just seem like practice for playing against live opponents. The main mode focuses on the

player connecting lines of similar-

colored tiles on a large playfield that resembles a checkerboard. Rectangular pairs that consist of two connected colored tiles appear (similar to *Tetris*) and must be placed on the board using the stylus. If time runs out before a pair is set, it separates and turns into two blocked squares. These squares are randomly placed on the board, and usually land in the most inconvenient of places.

Light and dark conductors make up the perimeter of the playing field, and lines of like-colored squares can only be eliminated if the player starts on one conductor, drags the stylus across a line of similar tiles and exits on a conductor of the same color. When this is achieved, it not only eliminates the tiles from the field, but also temporarily blocks the exact same area of the opponent's playing field. Tapping on

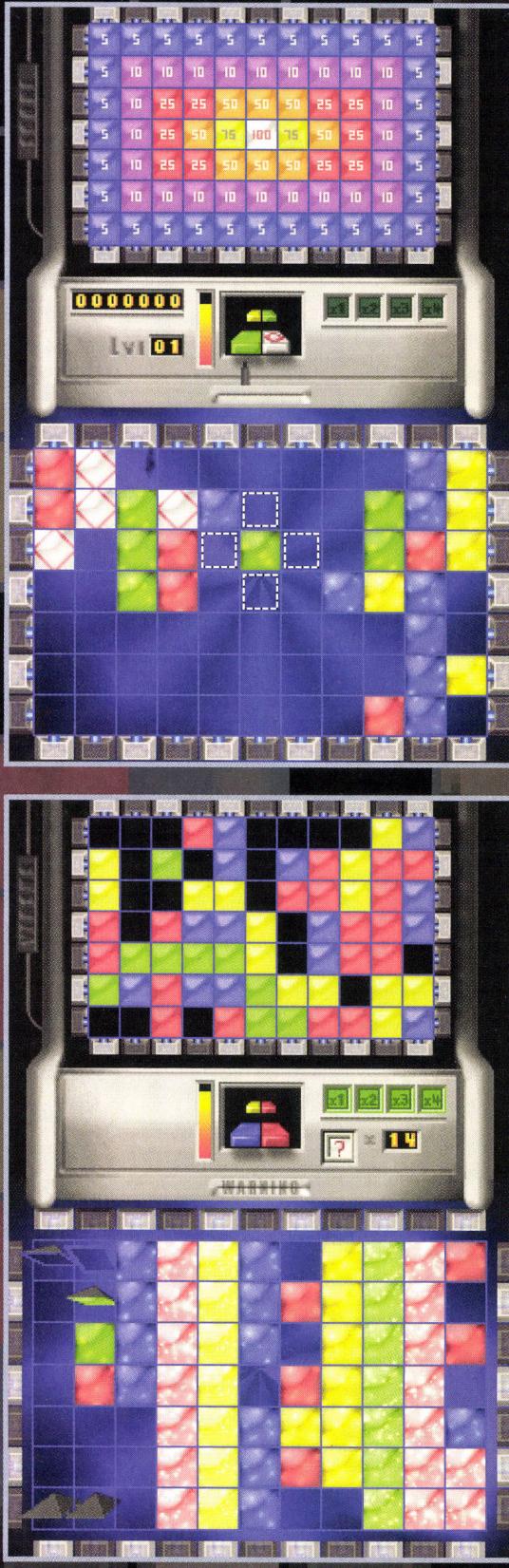


Since randomly placing tiles on the field is the quickest way to guarantee a loss, *Konductra* emerges as a fast-paced thinking game. And each game is completely different from the last, due to the random patterns of tiles, so luck also plays a small part in the outcome.

As expected with a two-player non-action-oriented puzzle game, there is no lag while playing online. I would like to have seen more different modes, or even a tournament option, but only the main mode is playable online. Still, *Konductra* is a fun and entertaining Nintendo DS game; some players will find it to be much more exciting than *Tetris*.

square with the stylus can unblock these areas, but doing so wastes valuable time. When combinations of tiles are eliminated, it creates a solid block that takes more taps to eliminate. I cannot tell you how many times I cursed my unknown opponents for blocking areas that I was about to connect. And since turnabout is fair play, I tried to do the same to them at every opportunity.

Games can last anywhere from five to 30 minutes, depending on the players' skill, and winning is achieved when there are no more squares left on one player's field. At certain points it seemed like I would win or lose for sure, but the tide of battle can be turned very quickly with a few simple strokes of the stylus.





**Win Game  
Currency & Powerleveling  
From  
www.Guy4Game.com  
The Power To Win!**

**PRIZES  
Up To  
\$120,000 usd**

**MMORPGs Want The Advantages From  
www.Guy4Game.com**

**Win during our  
Christmas & New Year Season Promotion  
From Dec. 15, 2006 - Jan. 15, 2007  
We're Giving Away Fantastic Prizes —  
Visit Our Website For Complete Details**

**Get The Power  
You Need To Win at  
www.Guy4Game.com**



# FINAL FANTASY

---

## WORLD

Vol.  
40

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



## THE SQUARE ENIX TOKYO PICTURE SHOW

During the recent Tokyo Game Show, Square Enix revealed a few more tidbits about its most anticipated titles...but like an expensive meal at a Japanese restaurant, it was mostly flash with very little substance. Here's a tiny taste of what the company had to offer.

### CRISIS CORE: FINAL FANTASY VII

The Compilation of *Final Fantasy VII* continues milking its cash cow with the adventures of Zack, the energetic dark-haired alter ego to Cloud, everyone's favorite brooding blonde. There's still no Japanese release date, and only a handful of screens from this PSP game were shown, several of which we've seen before.



### CHOCOBO TO MAHOU NO EHON

This cute game (the title of which translates to "Chocobo and His Magical picture Book") is probably never coming to the U.S. The chocobos all live happily on a farm together until one day, someone opens a dark book that sucks all the chocobos into its pages. Playing as a chocobo, you need to rescue your companions and use pop-up cards to fight duels. The game is clearly geared toward young children, and even contains mini-games that are based on popular fairy tales.



### FINAL FANTASY XIII



There's basically no new information about the *Fabula Nova Crystallis* project, except for some new screens from *Final Fantasy XIII* which show the mystery woman from the previously-seen trailer fighting monsters.

### FINAL FANTASY XII: REVENANT WINGS

The Tokyo Game Show is a classic arena in which to show off games that may never be released in the U.S. One such title, *Final Fantasy XII: Revenant Wings*, is a role-playing game that continues the adventures of Vaan and Penelo on the Nintendo DS, focusing on their lives as Ivalice sky pirates. There's no information yet even on a Japanese release date, but the cutscenes look gorgeous.





# FINAL FANTASY III

The road from Japan to the U.S. is a rocky one for *Final Fantasy* games. The numbering system was different in the beginning, but later on—as old titles in the series were re-released on new platforms—the numbering system was updated, creating additional confusion. Sequels, which used to be unheard of, popped up in The Compilation of *Final Fantasy VII* and *Final Fantasy X-2*. Square Enix's next plan is to release games based purely on imaginary numbers and possibly the symbol pi.



## EXTREME MAKEOVER

*Final Fantasy III*, which was first released 16 years ago on the Famicom (a.k.a. the Japanese version of the Nintendo Entertainment System), is the only Japanese title in the series that was never ported to the U.S. market.

(*Final Fantasy III* for the Super NES is actually a port of the Japanese *Final Fantasy VI*. If

you did not already know that, please kupo\* yourself in the face. Thanks.) The new Nintendo DS ver-

dition of *Final Fantasy III* is also unique because it is the only port to undergo a complete cosmetic makeover from 2-D to 3-D. In ad-

dition, it is possible to control the entire game using just the stylus. New jobs and abilities were added, and you can communicate wirelessly using Mognet.

\* I'm not entirely sure what "kupo" means exactly, but I have a nagging suspicion that it's a way for Moogles to secretly curse.

## PERSONALITY TRANSPLANT

The four characters in *Final Fantasy III* (Luneth, Arc, Refia and Ingus) are the only party members you control throughout the entire game. In the original version, all four characters were available from the start, and were basically generic and interchangeable. In the Nintendo DS version, you begin the game with one character, Luneth, and come across the remaining characters through story progression. They've also been given vastly different personality types to help inject the story with some additional humor and depth.



A terrible curse had befallen the people in Castle Jasune while I was gone...

## TAKE THIS JOB

Your characters all start as "Freelancers," unskilled fighters without any special abilities. But early in the game, six basic job classes are unlocked: Warrior, Monk, Thief, White Mage, Black Mage and Red Mage. When you start a new job, your attributes are halved for a probationary period until you've fought in a set amount of battles. When you defeat certain bosses, additional jobs become available, like Viking and Evoker.



## PLAYING IN STYLE



Making use of the DS hardware's unique functionalities requires a lot of game tweaking. The fact that *Final Fantasy III* is completely playable using only the stylus is quite an achievement. Moving and attacking are done with very simple taps or strokes. Gamers who don't like using the stylus are not limited to it, since using it is optional. The only complaint I have with the stylus is the difficulty of casting spells on a character that's close to the menu box, because it's very easy to inadvertently cancel the previous action instead.

## That was then...



you did not already know that, please kupo\* yourself in the face. Thanks.) The new Nintendo DS version of *Final Fantasy III* is also unique because it is the only port to undergo a complete cosmetic makeover from 2-D to 3-D. In addition, it is possible to control the entire game using just the stylus. New jobs and abilities were added, and you can communicate wirelessly using Mognet.



...this is now!

## PARTY CRASHERS

During the game, a fifth character sometimes tags along for the ride. They are not under your control, but they can assist with information about where you should head next. They can also be helpful during battles, when they randomly pop in to deliver a first strike against the enemy.



Desch: I'm glad I met you guys. It was getting kinda lonely out here.

## CORRECTION



Last month, during a hotly-contested "Best-Looking FF VII Summons" beauty pageant, Alexander pulled a last-minute switcheroo and stuck his photo in twice, covering up Odin's head shot, hoping double exposure would shoot him into first place. Also, a wild herd of chocobos stampeded through the office, mixing up all our photos. Our apologies to Odin (pictured here).



# TOURISTS' GUIDE TO IVALICE

After years of waiting, fans on U.S. soil can finally get their hands on *Final Fantasy XII*, the last great single-player title on the PS2. *Final Fantasy XII* brings to life a vision of heartbreak, betrayal, war and revolution, set in Ivalice, a name that has appeared in previous titles under Yasumi Matsuno's direction. The world is beautiful and full of variation, from delicate cities that float in the clouds, to arid deserts where sandstorms whip through the air, to vast plains that flood when the rains come. This month's guide marks the first installment of continuous coverage for travelers to Ivalice, and starts off with just a brief taste of what adventurers will face inside its borders.



## LET'S GO TO RABANASTRE!

The city of Rabanastre is the capital of Dalmasca, which was tightly squeezed between its warring neighbors, the Archadian Empire and the Rozzarian Empire. The Archadian Empire is currently occupying Dalmasca with its military force, although the citizens of Dalmasca still go about their daily business as best they can. Humes, Bangaa, Viera and Seeqs all make their home in this bustling metropolis. This remarkable city is the perfect hub from which to explore the rest of Ivalice, thanks to its excellent transportation system. Intercontinental and intercity teleportation, as well as chocobos and airships, are all readily available.



### GARAMSYTHE WATERWAY

Those of you who are traveling on a budget might consider starting your tour with the labyrinthine sewer system underlying the city. Dire Rats plague the area, but they are no threat to anyone handy with a knife.



### MIGUELO'S SUNDRIES

The citizens of Dalmasca have no love for the Imperials, no matter what they may say to their faces. The owner of Miguelo's Sundries keeps himself and the many war orphans he's taken under his wing safe with smooth talking. He sells items essential to any traveler planning a long journey.



### THE SANDSEA

What better way to forget your troubles than to drown them in spirits? Every city in Ivalice has a place like the Sandsea, where food and wine combine to create a little slice of paradise. Those of you who are underage can partake in a different kind of deadly indulgence by checking out the Notice Board. Marks posted on the board can be hunted down by any takers willing to risk their necks for a little bounty. Creatures like the Rogue Tomato may not sound like proper sport, but don't underestimate your enemy, no matter how silly he looks.

### DALMASCAN ESTERSAND (East of Rabanastre)

Keep a look out for creatures too powerful for you to handle. The technick Libra is a useful tool that can prevent you from picking a fight with a dinosaur many levels more powerful than you. Notice that the desert fauna all have differently colored bars over their heads. Yellow bars mean they will not bother you unless you bother them. Red bars mean they will attack as soon as they notice you. The radar map also shows





your enemies as red dots; when you're hunting a Mark, that enemy will appear as a larger, glowing red dot. Seek it out only if you feel ready. When you wish to return to Rabanastre, you might need to find a familiar face before you can re-enter, at least the first time after you come back to the city.

## LOWTOWN

Lowtown is an underground area accessible by many stairwells throughout Rabanastre. It has its share of people down on their luck and resentful of the Imperial occupation, along with a well-informed citizen named Old Dalan who dispenses worldly wisdom while stroking his pet pink cat. He knows many secret passages within the city.



## GIZA PLAINS (South of Rabanastre)

The Giza Plains are home to the Nomad Village, which sets up camp during the dry season and pulls up stakes during the wet. The leader, Elder Bruno, takes pride in the industry of their children, who are employed to create Sun Stones. This is a dangerous activity because of the

werewolves roaming the plains, powerful creatures that you should run away from by all means if you encounter one. There is a safe haven in the field called the Crystal Glade where you can rest if you are injured. The remarkable Dark Crystals in the Giza Plains absorb the sun's energy and can be used to transform a Shadestone into a Sunstone. Rumor has it Old Dalan in Lowtown can transform it even further!

## ROYAL PALACE OF RABANASTRE

The home of the Dalmascan royal family is a bittersweet monument to the legacy of Lord Ramilas and Princess Ashe. The Archadian Empire's hand-picked consul has taken up residence there, and entry is now more difficult. People wishing to enter illicitly can find an access point inside Lowtown near Storehouse 5. Getting a close look at the palace interior is easiest if you blend in with temporary workers and enlist the aid of a friendly fellow worker to bamboozle the Imperial guards. You'll find that a handy insult can make them abandon their posts, granting you access to secret passages in areas that are usually off-limits! The upstairs area boasts beautiful craftsmanship, with large rugs marked with the insignias of the hawk and the lion. Using the Crescent Stone with the Lion Signet opens a secret passage leading to the storeroom.



**SECRET  
TIP!**

Inside the secret passage, there's a door which can only be opened by a switch in a different part of the passageway. Feel your way around the perimeter to the left until you notice an indentation.

## GARAMSYTHE WATERWAY REVISITED

The Garamsythe Waterway is an excellent escape route for people who are caught trespassing in the palace. Although quick excursions within are not dangerous for solo travelers, any lengthy visit to the deeper parts of the sewer are quite dangerous. It's better to bring along some companions, as well as a detailed map. Previous travelers have adopted the habit of leaving maps inside urns, so make sure to check those out if you come across them.



One of the most dangerous denizens of the sewer system is the Flan, a monster whose gelatinous consistency makes it almost impossible to damage with conventional weapons. They will also try to blind you, so make sure you have some eye drops handy. Travelers who have mastered the art of fire magick are invaluable during Flan encounters.

Legend has it an infernal horse named Firemane inhabits the deeper recesses of the sewer system. Let this be a lesson to you not to flush miniature horses down the toilet. Firemane is rumored to be weak against water magick.

This fight is not to be taken lightly, even if you are lucky enough to find a companion who possesses a bountiful supply of healing potions.



## NALBINA DUNGEONS

Though this is not technically a part of Rabanastre, it is a facility you may be forced to visit. The Nalbina Dungeons are a desolate containment facility for dissidents and others who anger the Archadian Empire. Should you find yourself incarcerated here, it is best to keep your wits about you and search the area for items that can be used as weapons. Don't discount them because they're covered in rust! The sad fact of the matter is this: The Archadian Empire's justice system is not designed to protect the citizens, and the Judges who are the arbiters of the law will kill a prisoner given the slightest provocation. If you find yourself in prison, fight your way out, with your bare hands if necessary! Better to die on your feet than live on your knees, as they say.





## BARHEIM PASSAGE

The Barheim Passage is a large subterranean area that is slowly degrading, thanks to the passage of time and the creatures within who are destroying the power grid. When the lights go out, zombies rise up without end—which can be very trying for a warrior not properly equipped or lacking healing items. The particular enemies you need to watch out for are the Battery Mimics, since these will worry the power lines and siphon out large chunks of energy that they can turn around and use as a weapon. When you find a feeding Mimic, block its access to the power line with your body and strike it down!

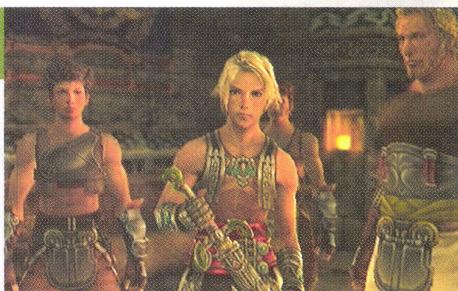


There is an enormous Mimic making its home inside these tunnels that is much larger than any of the others you've seen. She constantly spawns Tiny Batteries who rush to the walls to feed on energy for her. If you are

forced into a fight with her (though I don't recommend it), make one of your party members focus exclusively on hunting down the Tiny Batteries; the others should attack the Mimic Queen and keep up health.

## LOWTOWN REVISITED

Old Dalan may be an eccentric old man, but he does have his pulse on the political heart of Rabanastre. He's even got a Sword of the Old Order in his possession, an item that might grant you audience with the resistance fighters who still grate against the Archadian occupation.



## THE AERODROME

The beautiful airships that soar overhead aren't just for wealthy travelers. Save up 200 gil and even you can book a luxury room! People who are lucky enough to own their own airships (like the notorious sky pirate Balthier) can also use the Aerodrome to dock their vehicles.



## LET'S GO TO BHUJERBA!

Bhuja is a city that floats in the clouds using Mooglecraft, a type of advanced technology that is also used to keep the gargantuan airships aloft. The delicate architecture of the city and its narrow passageways would be claustrophobic were it not for the dizzying views to the world below and the endless expanse of sky above. Seek out a balcony and look to the horizon for a sense of vertigo.



Bhuja is slightly more independent than Rabanastre, and Imperial soldiers do not trample over the citizens. It is wise to keep unpopular opinions to yourself, though—you never know who might be listening.



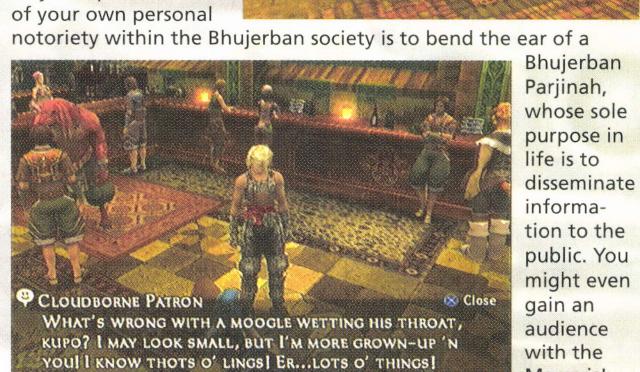
## LHUSU MINES

The mines are quite extensive and lined with traps. Travelers intending to explore this network should not go unprepared. There

are rumors of a volatile form of magicite, known as nethicite, which is being stripped from the land within. It is a powerful natural substance that can be quite unstable in the wrong hands. The mines are also a dangerous area for any with bounties on their heads, as Bangaa bounty hunters like to use the difficult terrain to trap their quarry. Travelers who prefer life over death should flee back to Bhuja rather than fight an impossible battle.

## CLOUDBOURNE TAVERN

The Cloudbourne Tavern is more than it appears to be, and only the truly notorious can join its inner circle. One of the best ways to spread rumors of your own personal notoriety within the Bhuja society is to bend the ear of a



Bhuja Parjinah, whose sole purpose in life is to disseminate information to the public. You might even gain an audience with the Marquis!

TO BE CONTINUED... ☺

**DISCLAIMER:** The Tourists' Guide to Ivalice is not responsible for death, dismemberment, disillusionment, disenfranchisement or disproportionate suffering that may afflict its users. Individuals harmed as a result of criminal conduct or violent entanglement with wild animals are solely responsible for their actions.



by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game was given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

# MORE SECRET SPOTS OF HALO 2

"bet you can't get up there." And being the silly fans that we are, we take the bait every time! Like teenagers with raging hormones, we just can't seem to stop ourselves. This month, then, we are going to show you a few more of our favorite places to hide in the world of *Halo 2*. Once you reach them, you'll find that they are great places from which to ambush, snipe and cause havoc.

There are a few things you'll need to know how to do before you can start exploring these crazy, elusive spots. Basically, there are three kinds of "special" jumps in the game: crouch jumps, grenade jumps and late jumps. Here are some tips on how to get high in *Halo 2*.



Some ledges are just too high for even an elite Spartan warrior to reach. Fortunately, every Spartan learned how to crouch in basic training. You can use this skill to reach that ledge that's just a little too far above your head. At the apex of your jump (that's the highest point, for all you remedials out there), click in your Left Thumbstick to crouch. This will bring your Spartan's legs up ever so slightly and bump him that extra little bit into the air. You can use crouch jumping to nail a lot of seemingly impossible jumps.

The grenade jump is a little trickier than the crouch jump, and involves some personal risk. Toss a grenade on the ground in front of the object you want to jump to. Now time your jump so that you are at the height of it (there's that apex thing again!) right as the grenade goes off. The force of the explosion will pop you up to the object or surface that you were trying to reach. This can be combined with crouch jumping to good effect. Just remember that the explosion takes your shield down, so don't do this in the middle of a fight.



Late jumping is by far the hardest of the three special jumps. To do this, you must run off a ledge, almost to the point of being completely in the air (you'll feel your Spartan start to slip downward), and then jump. This gives you some much-needed distance to nail those extra far jumps way up high. It definitely takes practice, but once you start sticking it every time, you'll be able to get to some really cool places. The time to jump is one step past the point where you feel that you are going to fall. Practice, practice, practice!



Now that the lessons are over, here are a few places you can go with your newfound skillz.

(continued on Page 64)





# BACKWASH

First, head for the blue base. Walk straight out of the base until you're between two glowing plants. Turn 90 degrees to your right and crouch-jump onto the Q-Tip plant thing.



This map has some great little places that you can get to if you need to hide with the skull or just take a little nap.

It may take a few tries to nail it; your Spartan will tend to slip off the bottom portion of the plant. You can stay up here and perforate opponents with your Battle Rifle, or you can keep jumping...



...to here. This is a much safer spot than the plant, as you can move back toward the tower and out of sight of many players. If you can't make this jump, crouch-jump to get a little bit of extra distance.



You can also get up on top of the bases in Backwash. Run over to the side of the entrance to either the red or the blue base and crouch-jump up onto the first slanted ledge.

This is a decent spot, but you are still vulnerable to bullets from all sides, and bullets hurt. Face the wall and crouch-jump again...



...onto the top of the base.

Take a few steps back into the shadows up there and you will be very difficult to see (you may have to crouch to get under the overhang in the middle). You are also covered from the sides by the walls of the base, which will let you stay alive longer and kill more.



## TURF

Turf is almost a playground of cool places to jump around on. We'll start things out easy for you.



OK, so this one doesn't really require any jumping...but it is a great spot to hide with the skull. Head to the gate behind the medic tent and look to your left. Tuck your skull-holding self into this little nook behind that giant box and the wall. You will probably get killed with a grenade at some point, but if you can make it to this spot unseen, you'll be able to put some time on the clock.



Jump from the medic tent to the ledge with the windows. The second wooden beam from the left is, amazingly, strong enough to support the weight of a Spartan, so crouch-jump onto that. Turn 90 degrees to your left and jump from the beam to...

This is one of my favorite jump sequences in Turf, and it gives you an amazing vantage point to snipe out players on the main street.



...this shutter. This is a mildly tricky jump; if you don't pull back a bit, you'll overshoot. Now face the back wall with the gate in it and jump! You'll sail through the air and land...



...on this amazing sniper spot. You can see the whole of the street below, but you won't really have anywhere to run to once you get spotted. For a little more defensible position, move to the end of the wall and jump...

...to the overhang above the amazing wooden beam. You can now move down the length of these buildings and back to cover the street and the ramps leading

to the rest of the level. You will also have gained much more freedom of movement and escape routes to stay away from those annoying people who want to kill you.



Here's one more fun spot in Turf that you can use to surprise your attackers. Move up the ramp by the giant disposal bin and jump on the roof of the small building with the Plasma Pistol on it. Step up on the roof of the next building and you should see two pipes on the wall. Crouch-jump off the building and onto the shorter of the two pipes.



You will land facing the wall. Now turn to your right and you'll see a concrete block with a strut sticking out of it. Set yourself up and late jump so that you land...

...right on the concrete structure. Don't worry about the strut; it won't get in your way. This is a very, very tricky leap, so practice your late jumps. You may not want to try this in mid-match unless



you know that you can hit it, because you will probably get killed attempting this move. From this position, you can snipe opponents from above or drop down and ambush people as they come out of the hallway below you.

## ZANZIBAR

If every map in every game were Zanzibar, I'd be a happy man. This map has some great jump spots as well, but the one I'm about to describe is the best.

Start off by heading over to the tower with the invisibility power-up in it. Walk out on the bridge toward the fan and jump to the small ledge on your right.



This part is strange, but it works. Face the wall and walk into it. Your character will start to bounce up and down. Be careful, as your Spartan will start to pull left and right as well. Time your jump so that you leap right as you bounce upward. The extra height from that bounce will allow you to crouch-jump up...

...to the next level of the pylon. Turn and face the roof of the tower with the power-up in it and do a regular jump across...



...to this awesome sniper spot. You can see almost the whole of the map inside the sea wall from here, so take your pick of who you want to kill. Don't forget to bring a Sniper Rifle or a Battle Rifle or you will be useless. If you start to come under heavy fire, just step backward and you'll drop to safety.



## MIDSHIP

Our last cool spot in Midship is simple; you should be able to do this one on your first or second try.



Load up the map and head to the top of the ramps. Move to the left side of the giant purple dome and crouch-jump onto the ledge there. Now you can use a regular jump to get on top of the dome and out of harm's way.

You can use this spot to hide with a skull or a flag if you need your teammates to take the heat off of you, or just snipe at those silly little ants down below.

Now you have a whole new bag of squirrely tricks that you can use to hide, snipe, kill and win. Practice those jumps so that you can do them without thinking in the heat of battle and you will have a definite advantage over the average noobs who try to spoil your day.



Greetings, sports fans, and welcome to the Tips & Tricks sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

# TIPS & TRICKS

# SPORTS DESK

by  
Josh  
Engel

Vol.  
72



## NBA 07

Imagine the best-looking basketball game you ever saw on the PS2. Next, pretend it actually looks good with no graphic "jagges." Add a ton of unique features and gameplay modes and call it *NBA 07*. That's basically what Sony did in creating its most ambitious PSP hoops title to date.

You'll find the usual gameplay modes within, from Exhibition to Practice to Season mode. But if you dig a little deeper, you'll discover a host of cool minigames and a new mode that will leave your neck sore for days after looking down at your PSP for hours on end. The carnival minigames are fun (basketball-themed pinball, Pop-a-Shot, Skills Challenge, etc.), but it's the Conquest that will cost you your friends, your grades or hundreds of man-hours at your job.

It's a very simple concept, and it's best described as a hybrid of street hoops and the old-school board game *Risk*. Basically, your goal is to "run the table," beating every other team in the league and "owning" each city. You can challenge teams in your immediate vicinity (so if you're Miami, you can play Orlando but not Sacramento) in a game of 5-on-5 playground ball. But instead of outscoring your opponent, each team has a "scoring meter" and the goal is to kill your opponent's meter. Every time one team scores, the other team's meter is slightly decreased. The better the team, the less the meter decreases (meaning it takes more baskets to beat that team) per hoop.



Then things get *really* interesting. If you're successful and beat your opponent, you take control of that team and the city it's from. But you're not able to just pick and choose your foes, because every team gets a turn. And if one of your cities/teams is challenged, you can pick players from all of your teams to make the best squad possible. If you successfully "repel" the challenge, you have the option of trading one of your players for one of your opponent's guys. So you have the potential to build quite a Dream Team if you're able to take on all comers.





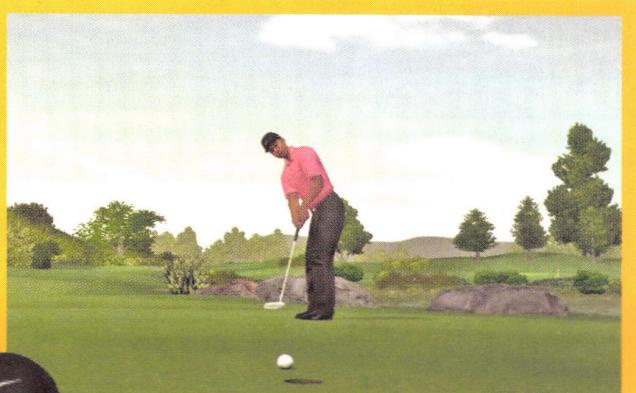
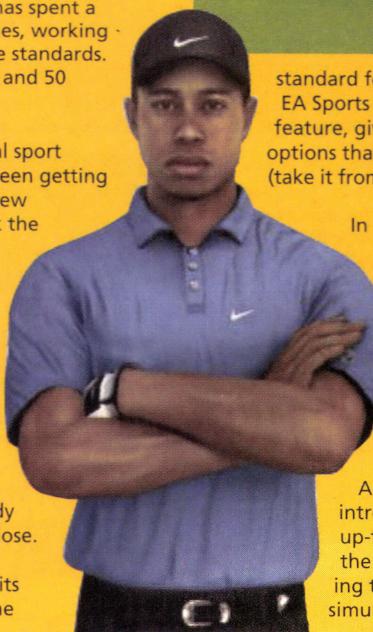
## Tiger Woods PGA Tour 07

Does anybody have a better life than Tiger Woods? This dude has won more than \$65 million (so far), is fifth on the all-time wins list (53 and counting), has 12 major wins on his resume (second all-time) and he's only 30 years old. Oh, and he's married to a Swedish model. Yeah, you could say Tiger's got it pretty good. But all the money, the accolades, the victories, the trophy wife...all that pales in comparison to having his own video game. OK, that may be stretching it a little bit, but there's no doubt that Tiger is stoked about *Tiger Woods PGA Tour 07*.

Naturally, Tiger's game is the number-one selling golf game in the universe, but that's no accident. EA Sports has spent a Tigeresque number of hours perfecting this series, working on every detail until it met top-notch Tiger-style standards. This year's edition features 21 new golf courses and 50 golfers, along with a new "Team Tour" mode.

While most people think of golf as an individual sport (aside from the regular butt-whooping we've been getting from the Europeans in the Ryder Cup the past few years), *Tiger Woods PGA Tour 07* is out to break the mold. With Team Tour, you have the chance to assemble a squad of top golfers, mount an assault on the golfing world through a series of challenging and fun minigames and try to prove that your team is the best. Of course, there's a fella named Eldrick standing in your way. And the beauty of this mode is that, unlike other sports games, you don't have to rely on well-programmed teammate A.I. to get the job done; you'll be in control of your own player and your entire squad in every match. Of course, that means you'll have nobody to blame but yourself if you (gasp!) happen to lose.

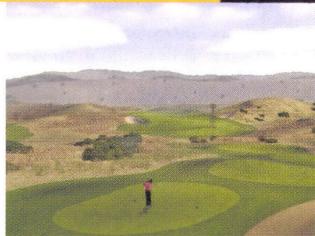
The *Tiger* series has always set itself apart with its realistic and organic gameplay, but it also set the



standard for player creation and customization. And the EA Sports team has once again revamped the GameFace feature, giving you unprecedented control and a list of options that would make a mortal man weep with joy (take it from me).

In addition to controlling how your player looks, you'll also have options for how your player actually plays—or, more accurately, swings. You can go with the Standard swing, which utilizes the Left Analog stick for all aspects of your swing. Or, you can opt for the new Alternative swing, which basically moves the directional control of your swing to the Right Analog stick, with the actual swing itself staying on the left.

Another new feature for *Tiger* this year is the introduction of ESPN integration. You'll get live, up-to-the-minute news and scores from around the sports world, so you can concentrate on nailing that 15-footer for birdie and get a Jets score—simultaneously!



## FIFA 07

There are two kinds of soccer fans in the world: those who quickly try to ramp up and learn everything they can about their country's team every four years or so (World Cup wannabes, in essence), and those who have season seats to the nearest MLS team and are aware that David Beckham is more than just Mr. Posh Spice.

Even though soccer isn't the most popular "real life" sport here in the U.S., the video-game versions of the sport do quite well. And much like there are two types of soccer fans, there are also two types of soccer games: hardcore (*Winning Eleven* series) and casual (*FIFA* series). That's not to say that the *FIFA* franchise is dumbed down in any way. It's actually quite the contrary; if you aren't familiar with the ins and outs of soccer, you can enjoy the game. You just won't get the most out of it like you could if you were to dig deep into the gameplay modes and options.

*FIFA 07* is continuing the tradition of wide-ranging appeal, thanks to a slew of new features for both the casual and hardcore fans. The most exciting new feature that appeals to both types of fans is the Interactive Leagues. And it's exactly what it sounds like: You take the action online and compete in leagues against your friends all over the world (or complete strangers, if you're into that sort of thing). You can pick your team, your league and follow the schedule of your real-world squad as you hit the pitch in search of victory. The game includes 27 leagues from 20 different countries—more than 500 teams in all, each with true-to-life kits (uniforms, for those unfamiliar with the footie) and badges.





## TIPS &amp; TRICKS

## COLLECTOR'S CLOSET



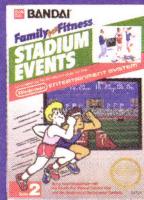
Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

Vol. 62

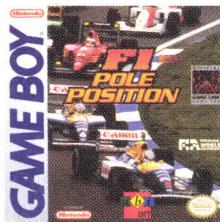


## COLLECTIBLE SPORTS GAMES

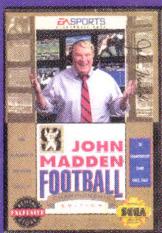
Yeah, we know it sounds like an oxymoron. Most sports video games are not collectible at all; they tend to choke up the "used game" bins as soon as new iterations hit the stores. But a precious few of them are definitely worth keeping, and we're about to tell you why. See if you can use these examples to predict which of today's sports games will become rarities in the future!

**Stadium Events (NES)**

This track-and-field game only appeared in a small group of stores before it was pulled from the shelves and reissued with a different name (*World Class Track Meet*). Many NES collectors have *Stadium Events* at the top of their "want" lists; it's often cited as the last game needed to complete a collection.

**F1 Pole Position (Game Boy)**

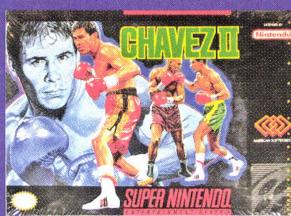
This 1993 release came in so far under the radar that many Game Boy collectors didn't even know it existed until just a few years ago. It's tough to find in any condition, but "complete" copies of the U.S. version (with box and instruction manual) do not show up on eBay more than once every year or two.

**John Madden Football: Championship Edition (Genesis)**

Yes, Virginia, there is a collectible *Madden* game! This limited-edition Genesis cart was only available in rental stores; it's a feature-enhanced version of *Madden '93* with 38 classic "championship" teams and two All-Madden teams. Not terribly expensive or tough to find, but it is the rarest *Madden* console game out there.

**International Superstar Soccer (Super NES)****International Superstar Soccer Deluxe (Super NES)****Super Copa (Super NES)**

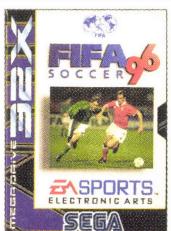
These three Super NES soccer games all have North American packaging and product numbers, but they were only distributed in Mexico, making them desirable to U.S. collectors. The Konami titles were released as *Perfect Eleven* and *Fighting Eleven* in Japan, while *Super Copa* is basically the same game as *Tony Meola's Sidekicks Soccer*.

**Chavez II (Super NES)**

To capitalize on the popularity of boxer Julio Cesar Chavez in Latin American communities, American Softworks inserted him as a character in the SNES games *Riddick Bowe Boxing* and *Boxing Legends of the Ring* and released the games as *Chavez* and *Chavez II* respectively, with in-game text in Spanish. While both are collectible, *Chavez II* is much harder to find.

**FIFA Soccer 96 (Mega Drive 32X)**

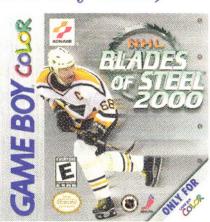
Sega's 32X add-on for the Genesis did not last long, so it's not hard to assemble a complete collection of games that were released for it. Once that's done, some collectors start looking overseas for the three 32X games that were not released in the U.S. Of these, the European *FIFA Soccer 96* cartridge is the only one that's compatible with U.S. hardware.

**The Ultimate 11 (Neo Geo)**

Because of their low production numbers and super-high original suggested retail prices, almost all Neo Geo games are collectible. But *The Ultimate 11* (a.k.a. *Super Sidekicks 4*) is particularly tough to score. It was never released in the U.S. and the Japanese version is scarce, but the European version (pictured) is incredibly rare.

**NHL Blades of Steel 2000 (Game Boy Color)**

Not to be confused with the undated *NHL Blades of Steel*, this late-release Game Boy Color game rarely turns up on eBay. We only know of a few collectors who have boxed copies; it's a surprisingly hard-to-find title. Even though Konami's name appears on the box as the publisher, the game was actually financed and distributed by Tommo.

**Virtual Bowling (Virtual Boy)**

Along with *SD Gundam Dimension War*, *Virtual Bowling* was the last game released in Japan for Nintendo's aborted Virtual Boy system. Not the same as the American release *Nester's Funky Bowling*, this super-obscure import has been selling for close to \$1,000 for as long as we can remember.

**NBA 2ball (PlayStation)**

Sony sponsored the 2ball competition at the NBA All-Star Game in 1998, and this promotional PlayStation game was created specifically for the event. Even though it says "Demo CD" on the cardboard packaging, it's actually a complete game. We're not sure how many copies were circulated, but it is incredibly rare; one of the most desirable PlayStation collectibles.

**NFL Blitz: Special Edition (Nintendo 64)**

One of the last N64 games, this *NFL Blitz* upgrade incorporated 2001 player rosters and was only available for rent at Blockbuster Video stores. Rental exclusives can be tough to obtain in good condition, because the boxes and instruction manuals are often lost or damaged and the games are often covered in stickers. This one's not too hard to obtain, though.

**Little League Baseball 2002 (Game Boy Advance)**

A hot tip for GBA collectors: This little-known baseball game was released in limited numbers and is very tough to find in its original box. The fact that it's scarce is not yet not common knowledge, so if you know of a complete copy sitting in a local store, grab it before someone else reads this and beats you to it!

**NCAA College Basketball 2K3 (GameCube)**

This college hoops game sold well on the PlayStation 2 and Xbox, but for reasons unknown to us, the GameCube version disappeared from store shelves almost immediately after it was released. Whether it was pulled or just simply short-printed, it is definitely one of the hardest-to-find games of the current millennium.

**ROOM OF DOOM**

This month's featured game collection belongs to Elliot Olsen of Hamilton, New Jersey. At about 500 games, it's not the biggest one we've ever featured in *Collector's Closet*, but it is well organized and includes a very nice variety of game systems and vintage computer hardware from all gaming eras.



Readers who wish to have their game collections depicted in *Collector's Closet* can e-mail photos to [pictures@tipstricks.com](mailto:pictures@tipstricks.com) for consideration. *Important note:* We are specifically looking for collectors who have not already shown photos of their collections on the Internet! Send two or three photos of your proudly displayed games and be sure to tell us about the highlights of your collection. If you wish to send photos by mail, they can be sent to Room of Doom, c/o TIPS & TRICKS, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We can't guarantee that your photos will be used, but how can you pass up the chance for print-magazine immortality?

**AUCTION Action****Video-Game Collectibles Sold in Recent Online Auctions**

Atari Jaguar CD  
Multimedia Player  
High Bid: \$253.00



Crash Bandicoot  
Halloween Costume  
High Bid: \$41.00



Shenmue Dreamcast  
Game (Factory Sealed)  
High Bid: \$122.50



Final Fantasy III Super NES  
Game (Factory Sealed)  
High Bid: \$606.56

Sonic X Animation  
Production Cel  
High Bid: \$75.00



Super Mario 64  
DS Goomba  
Plush  
Figure  
w/Mario Cap  
High Bid: \$14.99





# 日本 JAPAN REPORT!

by Anatole Brown

Vol.  
106

## Pokémon Concert Kicks Off

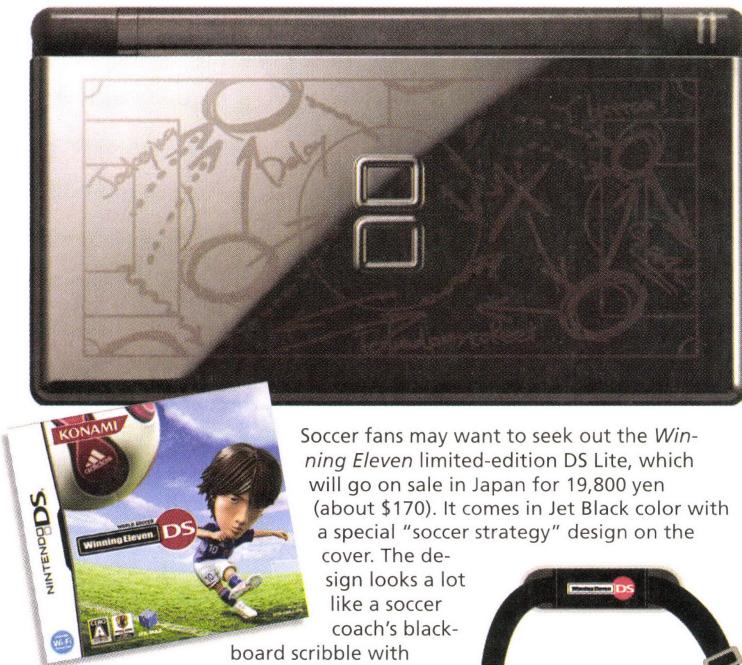
It's hard to believe, but this year marks the 10th anniversary of *Pokémon* in Japan. To celebrate this grand occasion, Nintendo is kick-



ing off a concert series which will be held in various cities in Tokyo throughout the winter months. The "Pokémon Happy Birthday Concert" will feature a full orchestra playing various themes from all the different *Pokémon* games over the past ten years. Due to extremely limited seating for the concerts, the only way to get tickets is to win them through Club Nintendo. There's a good chance, though, that these shows will end up on a special CD or DVD.



## WINNING ELEVEN DS LITE



Soccer fans may want to seek out the *Winning Eleven* limited-edition DS Lite, which will go on sale in Japan for 19,800 yen (about \$170). It comes in Jet Black color with a special "soccer strategy" design on the cover. The design looks a lot like a soccer coach's blackboard scribble with

plenty of Xs and Os. There's even a scribble that says, "Y button!" The special unit will be available at the same time as the November release of Konami's *Winning Eleven DS* in Japan. It's scheduled to be available at most retail stores and shouldn't be too hard for Japanese collectors to find. A bonus *Winning Eleven* shoulder bag will also be given to people who preorder the game.



## ASTRONOMY 101 WITH SEGA

Sega recently released *Homestar Portable*, a night sky star navigator for the PSP. Using the new PSP GPS (Global Positioning System) Receiver from Sony, *Homestar* can determine exactly where you are located and map out the night sky as it appears from your latitude and longitude. Like a mini-planetarium, it's packed with information about planets, constellations, galaxies, nebulas and other deep sky objects.



Users can zoom in and out of different areas in the sky to get a closer look and learn more about various celestial objects. Of course, like any intellectual "brain training" pursuit on a handheld these days, it needs to be associated with a real-life doctor or professor. *Homestar Portable* is endorsed by professional planetarium builder Takayuki Oohira, who is the full name for the PSP title

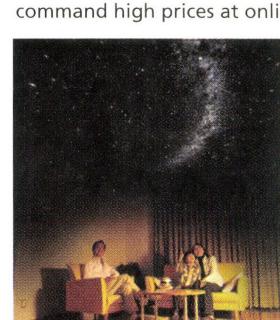
is *Planetarium Curator Oohira Takayuki Kanshuu: Homestar Portable*. It retails for 3,280 yen (about \$28), but the GPS unit is sold separately.

*Homestar Portable* is actually based on one of the most successful consumer hardware products that Sega has produced since it released the Genesis console in 1989. Unbeknownst to many gamers, Sega's *Homestar: 21st Century Home Planetarium* has been Sega's hottest product since its release in 2005. It's a semi-professional planetarium for the home that's about the size of a soccer ball, and it can project over 10,000 stars on your ceiling or wall. Additional star discs with different presentations are also sold

through Sega. The *Homestar* units were completely sold out during the first few months of release, and they still command high prices at online auctions. Sega has even released special-edition *Homestar* units that come in different colors because of the immense demand. Sega just announced that it will release the improved *Homestar Pro* model in time for Christmas this year. Many importers have been selling *Homestar* units on eBay in the United States; they usually go for about \$250.



このうち、こと座のベガは、夏から秋にかけて一番星になる事も多い星で、七夕物語のおりひめです。





## IMPORT PREVIEW Ryu Ga Gotoku 2

Just as *Yakuza* was being released in the U.S., Sega wasted no time and announced *Ryu Ga Gotoku 2* (*Yakuza 2*) for the PS2 in Japan. The game will be available in early December.



*Ryu Ga Gotoku 2* takes place one year after the events in the first game. This time, Kazuma Kiryu gets involved in a cross-country gang war and we'll see him travel between Tokyo and Osaka. Although the first game's setting was loosely based on the Shinjuku red-light district in Tokyo, *Ryu Ga Gotoku 2* will have environments modeled after real-life locations. The fighting system will



be much deeper, including more Heat Gage actions and tons of new objects to wield in battle. You can even splash a bowl of hot ramen onto an enemy's face! There will also be over 100 side missions, plus the hostess club system will be even more involved. You can now take the girls on dates outside of the club, and there will be even more girls than before. Kazuma will take a job as a nightclub host, and the goal is to become the "Number One Host" of the town.



Of course, there are plenty of new mini-games in the sequel, including bowling and a golf driving range. Unlike the first game, Kazuma can develop a rapport with various shop owners and become a "regular." A

lot of the details surrounding the story are still wrapped in secrecy, but it seems that Kazuma will eventually have a showdown against the "Dragon" of Osaka, Ryuji Koda. If you played the first game, you know that Kazuma is the Dragon of the East, or Tokyo.

Who will be the ultimate Dragon of Japan?

Kazuma will also get involved with a female detective named Kaoru Sayama, whose specialty is taking down yakuza. A few characters from the first game will return, like Haruka, Date and Goro Majima, but it's still unclear how they are involved in the story. The game will probably hit the U.S. as *Yakuza 2* sometime later in 2007. The PS2 is still going strong! Sega also announced that a live-action movie based on *Ryu Ga Gotoku* is in the works and should be released in Japanese theaters sometime in 2007.



近江連合の郷田会長のもとへ...

## Pokémon Diamond & Pearl DS Lite

It's all about the perks when you join the Pokémon Daisuki Club (I Love Pokémon Club) in Japan! Club members got first dibs on the Pokémon Center Original Nintendo DS Lite Diagla and Palkia Version model. You'd think that

an exclusive Pokémon DS would look all bright and colorful, but this exclusive DS Lite is black with the two new Pokémons from *Pokémon Diamond* and *Pearl* drawn in a classy gold and silver pattern. The black color scheme of this DS is slightly different from the recently released Jet Black model—it's actually metallic black with a shinier sheen. The special-edition DS is now available at all the Pokémon Center stores across Japan, but it's limited to one unit per customer for 16,800 yen (about \$143) each. It's been on sale since September, so there's a good chance they're all sold out by now.

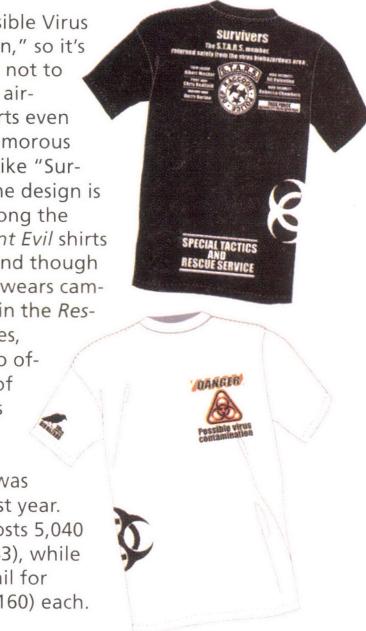


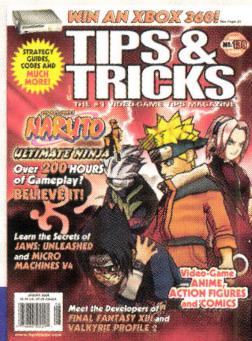
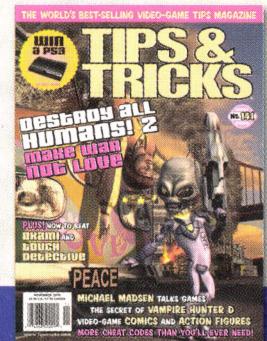
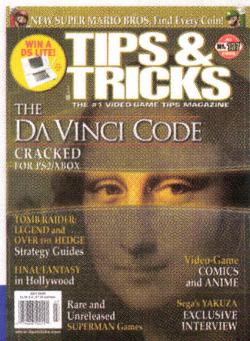
## BIOHAZARD 10th ANNIVERSARY GOODS

Capcom celebrates the 10th Anniversary of its *Biohazard* (*Resident Evil*) series with these special-edition Japanese postage stamps. The stamps feature artwork and characters from the *Resident Evil* GameCube remake and *Resident Evil 4*. These stamps will only be available until December.



Also for *Biohazard* fans are the new 10th Anniversary *Biohazard* T-shirts. The shirts say "Danger: Possible Virus Contamination," so it's probably best not to wear them at airports. The shirts even have some humorous misspellings, like "Survivers," but the design is definitely among the cooler *Resident Evil* shirts we've seen. And though no one really wears camouflage gear in the *Resident Evil* series, Capcom is also offering a pair of camo pants as part of its "Leon Collection," which was introduced last year. Each T-shirt costs 5,040 yen (about \$43), while the pants retail for 18,690 yen (\$160) each.





# BACK ISSUES

## 2003

May 2003: *Tenchi—Wrath of Heaven*  
Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

August 2003: *Wario World*  
Ape Escape: Super Mario Sunshine, *Dragon Ball Z: The Legend of Kai*, Wakeboarding Unleashed

November 2003: *Mega Man X7*  
Viewtiful Joe, Dungeons & Dragons Heroes, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: *Ratchet & Clank*  
Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

## 2004

January 2004: *Tony Hawk's Underground*  
I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

March 2004: *Sonic Heroes*  
Baldur's Gate: Dark Alliance II, Wrath Unleashed, Maximo vs. Army of Zin, Metal Slug 5

May 2004: *Pokémon Colosseum*  
Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

June 2004: *Tom Clancy's Splinter Cell—Pandora Tomorrow*  
Harvest Moon—A Wonderful Life, Siren, Samurai Warriors

July 2004: *Hitman—Contracts*  
Transformers, Onimusha 3—Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

August 2004: *Dragon Ball Z—Supersonic Warriors*  
Harry Potter and the Prisoner of Azkaban, Psi-Ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

## September 2004: Spider-Man 2

Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

## October 2004: Madden NFL 2005

ESPN NFL 2K5, Mega Man X8, Final Fantasy VII: Crisis Core, Tekken, Gantzu, Star Ocean: Till the End of Time (Part 2)

## November 2004: Mortal Kombat—Deception

Burnout 3: Takedown, SVC Chaos, Tekken vs. Capcom, Final Fantasy X, Star Ocean: Till the End of Time (Part 3)

## December 2004: Need for Speed—Underground 2

Paper Mario: The Thousand-Year Door, Gradus V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

## 2005

### January 2005: Metal Gear Solid 3—Snake Eater

Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

### February 2005: GoldenEye—Rogue Agent

Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

### March 2005: Star Wars—Knights of the Old Republic II

Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

### April 2005: Fight Night—Round 2

Super Punch-Out!, Tenchu: Fatal Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

### May 2005: Dragon Ball Z—Sagas

Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

## June 2005: Doom III

God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

## July 2005: Advent Rising

Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

## August 2005: Destroy All Humans!

Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

## September 2005: Full Alchemist 2—Curse of the Crimson Elixir

Fantastic 4, Conker: Live & Reloaded, Graffiti Kingdom, Grand Theft Auto: San Andreas (Vol.9), Halo 2 (Vol.9)

## October 2005: The Incredible Hulk—Ultimate Destruction

Darkwatch, Indigo Prophecy, Mario Superstar Baseball, Grand Theft Auto: San Andreas (Vol.10), Halo 2 (Vol.10)

## November 2005: Marvel Nemesis—Rise of the Imperfects

Mortal Kombat: Shaolin Monks, Pokemon XD: Gale of Darkness, Burnout: Revenge, Phoenix Wright: Ace Attorney, Grand Theft Auto: San Andreas (Vol.11), Halo 2 (Vol.11)

## December 2005: Call of Duty 2—Big Red One

Shadow of the Colossus, Trauma Center: Under the Knife, Star Wars: Battlefront II, Grand Theft Auto: San Andreas (Vol.12), Halo 2 (Vol.12)

## 2006

### January 2006: Castlevania—Curse of Darkness

Shadow the Hedgehog, Sonic Rush, The Legend of Heroes, Grand Theft Auto: San Andreas (Vol.13), Halo 2 (Vol.13)

### February 2006: Gauntlet—Seven Sorrows

Tokobot, King Kong, Mario Kart DS, Grand Theft Auto: San Andreas (Vol.14), Halo 2 (Vol.14)

## ORDER LIST

May	'03	x \$10.00 =	July	'05	x \$10.00 =
November	'03	x \$10.00 =	August	'05	x \$10.00 =
December	'03	x \$10.00 =	September	'05	x \$10.00 =
January	'04	x \$10.00 =	October	'05	x \$10.00 =
March	'04	x \$10.00 =	November	'05	x \$10.00 =
May	'04	x \$10.00 =	December	'05	x \$10.00 =
June	'04	x \$10.00 =	January	'06	x \$10.00 =
July	'04	x \$10.00 =	February	'06	x \$10.00 =
August	'04	x \$10.00 =	March	'06	x \$10.00 =
September	'04	x \$10.00 =	April	'06	x \$10.00 =
December	'04	x \$10.00 =	May	'06	x \$10.00 =
January	'05	x \$10.00 =	June	'06	x \$10.00 =
February	'05	x \$10.00 =	July	'06	x \$10.00 =
March	'05	x \$10.00 =	August	'06	x \$10.00 =
April	'05	x \$10.00 =	September	'06	x \$10.00 =
May	'05	x \$10.00 =	October	'06	x \$10.00 =
June	'05	x \$10.00 =	November	'06	x \$10.00 =

SUBTOTAL \$

SUBTOTAL \$

TOTAL \$



Please send me the back issues as indicated to the right.

NAME

ADDRESS

CITY/STATE/ZIP

PHONE NUMBER

I AM A SUBSCRIBER

I AM NOT A SUBSCRIBER

PLEASE SEND COUPON ALONG WITH CHECK OR MONEY ORDER TO:

BACK ISSUE DEPT.  
LFP PUBLISHING GROUP, LLC  
8484 WILSHIRE BLVD., SUITE 900  
BEVERLY HILLS, CA 90211

Foreign: Add \$2.00 each for shipping, U.S. funds drawn on a U.S. bank. All back issue sales are final. No refunds will be issued. Please allow 4 to 6 weeks for delivery.

# Holiday Gift Offer

50% off

a gift OR a 2nd year subscription

Offer expires 1/31/07



- Buy 14 issues for \$22.95, and get 50% off each gift subscription you give.

OR

- Buy 14 issues for \$22.95, and get 50% off your 2nd year renewal subscription.

▼ DETACH HERE & MAIL ORDER FORM ▼

**CHECK ONE:**

1 YEAR (14 ISSUES) \$22.95 + **GIFT SUBSCRIPTION \$11.48**

1 YEAR (14 ISSUES) \$22.95 + **2ND YEAR RENEWAL SUBSCRIPTION \$11.48**

RECIPIENT'S NAME (For GIFT SUBSCRIPTION)

(Please Print)

NAME

(Please Print)

ADDRESS

ADDRESS

CITY

STATE

ZIP

STATE

ZIP

**Please select one:**  PAYMENT ENCLOSED

(Please make check payable to: TIPS & TRICKS)

CHARGE MY:

EXPIRATION DATE

CREDIT CARD NUMBER

SIGNATURE

Mail this form with payment to: **TIPS & TRICKS**

P.O. BOX 16868, NORTH HOLLYWOOD, CA 91615

FOR FASTER PROCESSING CALL  
**1-800-621-8977**  
CREDIT CARD ORDERS ONLY

MONEY BACK ON ALL UNMAILED ISSUES IF NOT SATISFIED. Foreign add \$10 per subscription, U.S. funds drawn on a U.S. bank. Where applicable, sales tax is included in stated price. Your first issue will arrive in 6 to 8 weeks. TIPS & TRICKS cover price: \$5.99. CODEBOOK cover price: \$6.99.

CGYAA



# PlayStation 2 tips

## AEON FLUX

### Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode  
HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health

CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health  
FOXTROT UNIFORM GOLF—Unlimited ammo

LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes  
CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities

BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills  
UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

*More Cheat Passwords*

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode  
PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows

MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume  
BRAVO LIMA UNIFORM ROMEO—Unlock War costume

GOLF ROMEO ALPHA YANKEE—Unlock Fame costume  
JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume

WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume  
ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume

CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monican Freya, Hostess Judy, Una and Fashion Una costumes

## APE ESCAPE 3

### Secret Monkey Passwords

At the title screen, press L1 + L2 + R1 + R2 simultaneously; a password entry screen will appear. Most of the following passwords are found in Hint Books which can be purchased at the bookstore in the shopping center. Note that some of the passwords have spaces or capital letters in them, and that some of the monkeys cannot be caught until after you beat the game.

grobyc—Releases SAL-1000 into the "Saru-mon's Castle" stage. SAL-1000 can be found in the colosseum area, but you won't be able to reach this area without the Super Monkey morph, which you receive after you beat the game.  
2nd man—Releases Shimmy into the "Winterville" stage. Shimmy can be found in a snowy field which cannot be reached without the Super Monkey morph (see above).

blackout—Releases Dark Master into the "Kung-Fu Alley" stage. Look for him in the lounge area where Bonmos is found.

krops—Releases Spork into the "Hide n' Seek Forest" stage. Look for him in the cabin where the lamb monkeys are found.

redmon—Releases Pipotron Red into the "Toytown" stage. Look for him in the toy room with the blocks.

coolblue—Releases Pipotron Blue into the "Airplane Squadron" stage. You'll find him as soon as you exit the cabin.

yellowy—Releases Pipotron Yellow into the "Winterville" stage. Look for him in the house near the start of the stage.

SAL3000—Releases SAL-3000 into the "Space-TV Fortress" stage. He can be found in a special slot machine room which can only be reached using the Super Monkey morph.

2 snakes—Unlocks a movie tape which you can watch in the Home Theater and two movie files which you can watch and edit in the Simian Cinema.

## ARENA FOOTBALL

### Cheat Codes

At the main menu, press the O button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99  
SPMAHC—Unlock All-Star Champs team  
LFAOPEN—Unlock all teams

Run Me—While on offense, only running plays can be selected  
Pass Me—While on offense, only passing plays can be selected

Kick Me—While on offense, only special-teams plays can be selected

## BATTLEFIELD 2: MODERN COMBAT

### Cheat All Weapons

At any time during gameplay, hold L2 + R2 and press Right, Right, Down, Up, Left, Left.

## BIG MUTHA TRUCKERS 2

### Cheat Passwords

Press O at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

M I S S I O N S—Unlock all missions

C A S H—Earn \$100,000

B R I D G E—Easy bridge crossing

N O D A M A G E—Invincibility

N O C O P S—No cops

E B M—Unlock Evil Bob mission

P J—Pay off one juror

P A J—Pay off all jurors

C O P S—Cops always on route

B I K E R S—Bikers always on route

G A L L E R Y—Unlock all gallery items

## CALL OF DUTY 2: BIG RED ONE

### Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold L1 + R1 and press Up, Up, Down, Down, Left, Left, Right, Right, □, Right, □, Right, □ to unlock all of the chapters.

## CAPCOM CLASSICS COLLECTION

### Unlock All Extras and More

At the title screen, press L1, R1, Up on the right analog stick, Down on the right analog stick, L1, R1, Up on the left analog stick, Down on the left analog stick, L1, R1, Up, Down. A message will appear to confirm that you have unlocked all of the Extras in the game. This code also allows you to select any weapon in *Ghosts 'n Goblins*, *Ghouls 'n Ghouls* and *Super Ghouls 'n Ghouls* by pressing Right or Left on the right analog stick during the game.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R A M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

## CHICKEN LITTLE

### Cheat Codes

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following codes. Enter the code a second time to disable the effect.

Invincibility—Ball, Ball, Ball, Shirt

Sunglasses mode—Mitt, Mitt, Helmet, Helmet

Big comb mode—Ball, Ball, Ball

Paper pants mode—Ball, Ball, Hat

Big feet mode—Hat, Mitt, Mitt, Hat

Underwear mode—Hat, Hat, Shirt, Shirt

Big head mode—Hat, Helmet, Helmet, Hat

Feathers fly off when running—Ball, Shirt, Shirt, Ball

## THE DA VINCI CODE

### Cheat Passwords

Choose "Options" from the main menu, then select "Codes" and enter any of the following passwords:

SACRED FEMININE—Extended health

VITRUVIAN MAN—Invincibility

## PHILLIPS EXETER

—One-hit kills

## ROYAL HOLLOWAY

—One-hit weapon kills

## CLOS LUCE

1519—Unlock all levels

## ET IN ARCADIA EGO

—Unlock all secrets

## APOCRYPHA

—Unlock all Visual Database items

## DOG'S LIFE

### Cheat Menu

At any time during gameplay, bark (by pressing □) three times, growl (by holding □) three times, then break wind (by pressing Left, Right, Down). Now press SELECT and you'll find a new option called "Cheats" at the Settings menu. This option allows you to switch dogs, increase the number of bones in your inventory, select any stage and move your dog to any position in the current level at any time.

## DRAGON BALL Z: BUDOKAI 2

### Earn All Capsules

Choose "Edit Skills" from the main menu and choose your memory card. At the Edit Skills menu, highlight "Skill List" and press X to enter it, then hold the L2 button and press ▲ to return to the Edit Skills menu. Each time you do this, up to five random capsules will be added to your collected skills. If you simply hold L2 and keep entering and exiting the skill list, you'll see your skill percentage continue to rise until you eventually unlock everything in the game. (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

## DRAGON BALL Z: SAGAS

### Cheat Codes

At any time during gameplay, press START to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:

All upgrades purchased—Up, Left, Down, Right, SELECT, START, □, X, O, △

Invincibility—Down, X, SELECT, START, Right, □, Left, O, Up, △

### Unlock Everything

Choose "Options" from the main menu, then press Up, Down, Up, Down, Left, Right, Left, Right, SELECT, START, SELECT, START, □, O, □, O, □, X, □, △, START at the Options menu. This code unlocks all of the stages in Play Sagas mode and all Extras; it also unlocks all of the stages and characters in Pendulum mode.

## DRAKAN: THE ANCIENT'S GATES

### Secret Codes

At any time during gameplay, press and hold L1, then R2, then L2, then R1. While continuing to hold all four buttons, enter any of the following codes. A special message will appear on the screen after you've entered a correct code.

Add 10,000 gold to your inventory—O, □, Right, Left, X, △, Down, Up

Increase your experience level by 1—□, △, O, □, △, Right, Down, Left, Up

Unlock all spells and increase their level by 1—Up, Down, Left, Right, Right, Left, Down, Up

Fin Fang Foom is an alien from: **Maklu IV**

How many rings of power does Mandarin possess? **Ten**

Spider-Man was talked into creating the Spider-Mobile by the advertising firm of: **Carter Lombardo**

When just a child living on the street, Storm attempted to: **Pick the pocket of Professor Xavier**

The Thing has how many fingers on both hands, including his thumbs? **8**

Silver Surfer's "surfboard" is composed of: **The same material as his body**

Nick Fury has a brother who became the villain: **Scorpio**

Ms. Marvel has been known as: **Rogue**

In college, Mr. Fantastic roomed with: **Ben Grimm**

Bullseye killed Elektra with: **Her own sai**

Bucky was: **Captain America's sidekick**

What does the K in MODOK stand for? **Killing**

Jarvis was at one time a member of: **The Royal Air Force**

When she worked for Hydra, Spider-Woman's first mission was to: **Kill Nick Fury**

Wyatt Wingfoot was a college roommate of: **Johnny Storm**

## ULTIMATE ALLIANCE TRIVIA ANSWERS

### ACT 1 TRIVIA

Who here was not a member of the Howling Commandos? **Jasper Sitwell**

What vehicle is the Avengers primary mode of transport? **The Quinjet**

Which Inhuman did Johnny Storm date? **Crystal**

Iceman is a member of which team? **The X-Men**

Which super hero is romantically interested in Sue Storm? **Namor**

What was Dum Dum Dugan before he joined the military? **A circus strongman**

What is the name of Tony Stark's building that the team uses as a headquarters in *Marvel: Ultimate Alliance*? **Stark Tower**

Wyatt Wingfoot is a member of what tribe of Native Americans? **Kewaizi**

What was Wolverine's name when he was a Horseman of Apocalypses? **Death**

Daredevil and Elektra first met at which school? **Columbia University**

Weasel's real name is: **Jack Hammer**

Edwin Jarvis is the butler to: **Tony Stark**

Captain Leonard McKenzie was the father of: **Namor**

The Vision is an android created by: **Ultron**

## ULTIMATE ALLIANCE

MARVEL

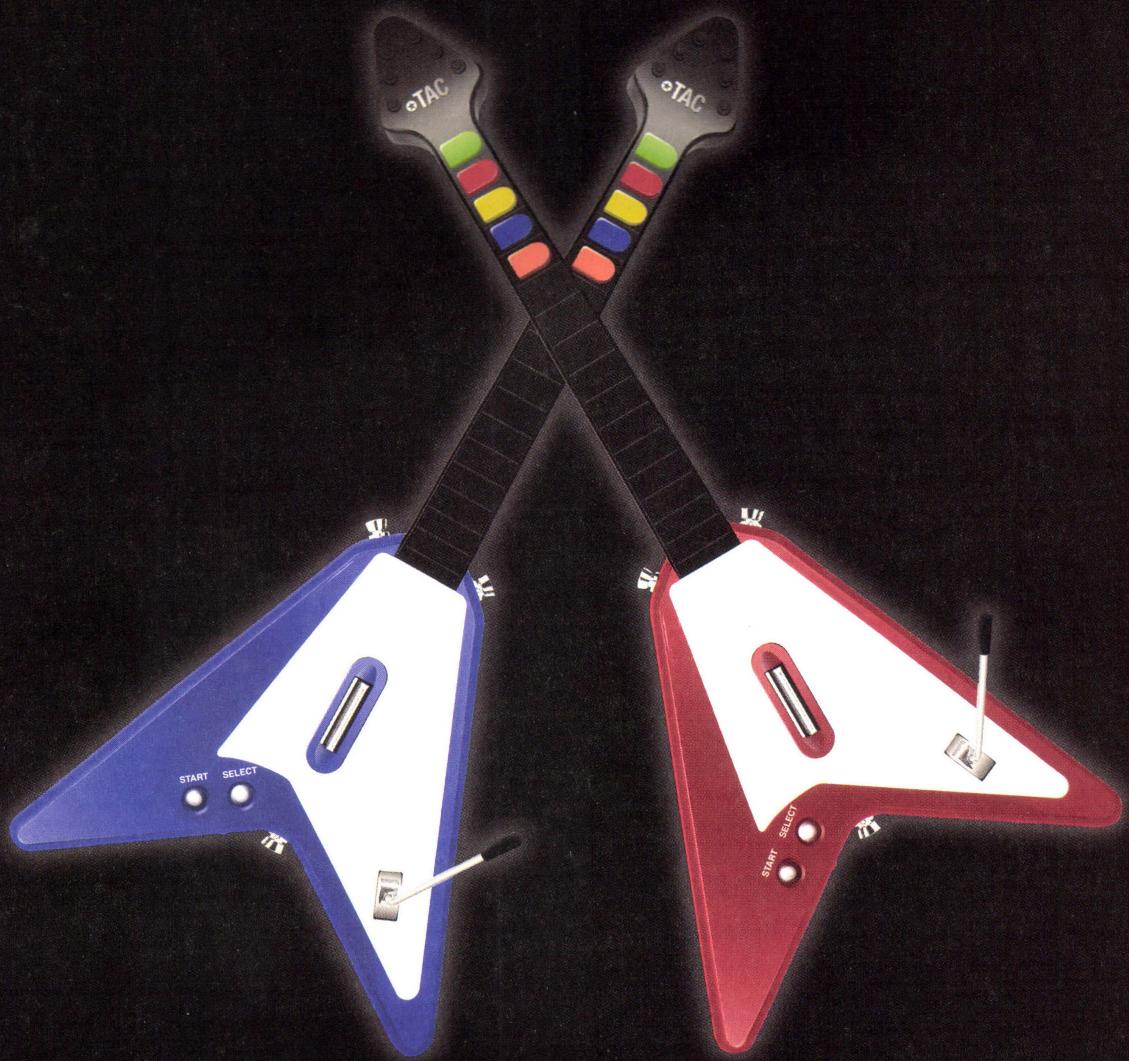
TRIVIA

ANSWERS





The FIRST and ONLY  
**WIRELESS GUITAR CONTROLLER**  
for **Guitar Hero™ & Guitar Hero II™**



Available Now at [www.TheGuitarMania.com](http://www.TheGuitarMania.com)

Guitar Hero™ and Guitar Hero II™ is a trademark of RedOctane, Inc. and Activision Publishing Inc.  
the antcommandos and theguitarmania.com is a trademark of The Ant Commandos, Inc.

 **the  
antcommandos**  
[www.TheAntCommandos.com](http://www.TheAntCommandos.com)



Alternate sound effects—Up, Up, Up, Left, Up, Down, Up, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right  
Change wampa attacks to comic blurbs—Up, Down, Left, Down, Left, Right

#### STATE OF EMERGENCY

##### Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:  
Unlock Spanky—Right, Right, Right, Right, **△**  
Unlock Freak—Right, Right, Right, Right, **○**  
Unlock Bull—Right, Right, Right, Right, **×**  
Complete current mission (Revolution mode)—Left, Left, Left, Left, **△**  
Invulnerable—L1, L2, R1, R2, **×**  
Infinite time—L1, L2, R1, R2, **○**  
Infinite ammo—L1, L2, R1, R2, **△**  
Punches decapitate—L1, L2, R1, R2, **□**  
Big player—R1, R2, L1, **△**  
Normal-size player—R1, R2, L1, L2, **○**  
Little player—R1, R2, L1, L2, **×**  
Looting on the rise—R1, L1, R2, L2, **△**  
Pistol—Left, Right, Down, L1, **△**  
Pepper Spray—Left, Right, Down, L1, **○**  
Tazer—Left, Right, Down, L1, **○**  
Tear Gas—Left, Right, Down, L1, **×**  
Shotgun—Left, Right, Down, L2, **△**  
Minigun—Left, Right, Down, R1, **△**  
Grenade Launcher—Left, Right, Down, R1, **□**  
Flamethrower—Left, Right, Down, R1, **○**  
Rocket Launcher—Left, Right, Down, R1, **×**  
AK-47—Left, Right, Down, R2, **△**  
Grenade—Left, Right, Down, R2, **○**  
M-16—Left, Right, Down, R2, **○**  
Molotov—Left, Right, Down, R2, **×**

#### SUPERMAN: SHADOW OF APOKOLIPS

##### Secret Codes

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:  
SMALLVILLE—Infinite health  
JOL EL—Infinite Super Power  
BIZARRO—Hard mode (double enemy health)  
LESLIE WILLIS—Easy mode (half enemy health)  
JOHN CORBIN—Unlock levels  
LARA—Unlock biographies  
LANA LANG—Unlock movies  
MXYZPTLK—Unlock levels, biographies and movies

#### SWAT: GLOBAL STRIKE TEAM

##### Cheat Code

Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions.

#### SWING AWAY GOLF

##### Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.  
Unlock three additional golfers—L2, R2, L2, R2, Up, Right, Down, Left, L1, R1  
Alternate in-game sound effects—Left, **□**, Up, **□**, Down, **○**, Left, **□**, L1, R1

#### TENCHU: FATAL SHADOWS

##### Score/Time Display

At any time during the game, press **START** to pause, then press **□**, **□**, Down, Down, Up, Up on Controller 2 at the pause menu. The current score and stage timer will appear on the screen, allowing you to keep track of your status in each chapter. Repeat the code to remove its effects.

**Bifrost** is another name for: **The Rainbow Bridge**

**Hermod** is known primarily as the god of: **Speed**

The vampires refer to Blade as: **The Daywalker**

What earth-shattering news did Loki tell Deadpool? **That Deadpool was a comic-book character**

Dr. Strange is also known as: **The Sorcerer Supreme**

Ghost Rider made a deal with Mephisto: **To save the life of Crash Simpson**

Iceman was able to hide his mutant powers until: **He had to freeze the leader of a gang of bullies**

Who is second in command of the Fantastic Four? **Sue Storm**

Luke Cage can only be injured by: **Adamantium weapons**

What can Mr. Fantastic do? **Alter his appearance to look like someone else**

Ms. Marvel had her powers stolen by: **The X-Man named Rogue**

Before joining the military, Nick Fury was part of: **An airplane wing walking act**

Which is the correct spelling of Peter Parker's alter ego? **Spider-Man**

Which of these is not true of the Thing's physique? **Has no nose**

Bifrost is the bridge to: **None of the above**

The Black Knight gave Valkyrie: **Her winged horse**

#### TEST DRIVE OFF-ROAD: WIDE OPEN

##### Cheat Passwords

At the main menu, select "Single Race" and enter any of the following names at the "Player Name" screen to activate the desired cheat:  
M E R C E D E S—Unlock Mercedes ML430 for play in Single Race Mode and for purchase in Career Race mode  
L O W G R A V Y—Low gravity mode  
D N O M A I D—Increased climbing capability  
1 L A P S 1—Changes all Circuit Race tracks to one lap  
2 L A P S 2—Changes all Circuit Race tracks to two laps  
D B L T I M E—Doubles race time for all Blitz tracks  
M O N S T R U S—All CPU opponents become monster trucks  
E R A S E G G S—Disable all cheats

#### TOM CLANCY'S SPARTAN CELL

##### CHAOS THEORY

##### Unlock All Levels

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + R1 + R2 and press **□**, **□**, **□**, **□**, **○**, **○**, **○**, **○**. Now select "Load Game" and you'll find that all of the missions have been unlocked.

#### TONY HAWK'S AMERICAN WASTELAND

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.  
g r i n d x p e r t—Perfect rail balance  
h i t c h a r d e—Perfect skitch balance  
2 w h e e l s l e—Perfect manual balance  
t h e \_ c o n d o r—Unlock Mat Hoffman  
s i r i u s - D J—Unlock Jason Ellis

#### TRUE CRIME: NEW YORK CITY

##### Cheat Codes

At any time during gameplay, pause the game and access the "City Map" screen. Now hold L1 + R1 and enter any of the following codes:  
Ultra easy mode (Marcus takes less damage, enemies are less accurate)—**○**, **□**, **×**, **△**, **○**  
Unlimited endurance—**○**, **□**, **×**, **△**, **○**  
Unlimited ammo—**○**, **□**, **×**, **□**, **△**  
Double damage—**×**, **○**, **□**, **×**, **×**  
Earn \$1,000,000—**□**, **□**, **□**, **□**, **□**  
Decrease Rogue meter—**△**, **○**, **□**, **△**, **○**  
Increased crime—**×**, **○**, **□**, **△**, **○**  
Zombie Marcus—**○**, **□**, **□**, **○**, **×**  
Unlock street races—**△**, **○**, **□**, **△**  
Unlock fight arenas—**□**, **○**, **○**, **□**  
Unlock "Red Gone Wild" mini-game—**△**, **×**, **○**, **○**  
Unlock new outfit at Puma store—**△**, **×**, **○**  
Unlock all music—**○**, **□**, **○**, **□**

#### TWISTED METAL: BLACK

##### Cheat Codes

At any time during gameplay, hold L1 + L2 + R1 + R2 and enter any of the following codes:  
Invulnerable—Right, Left, Down, Up  
God mode—Up, **×**, Left, **○**  
Exchange weapons for health—**△**, **×**, **□**  
Killer weapons—**○**, **△**  
Mega guns—**○**, **△**  
Special Vehicle Abilities  
Enter any of the following codes at any time during gameplay to activate the selected ability:  
Energy shield—Right, Right, Down, Down  
Freeze beam—Up, Down, Up

#### INVISIBILITY

##### Left, Left, Down, Down

##### Drop a mine—Right, Left, Down

##### Fire weapons behind—Left, Right, Down + L2

#### ULTIMATE SPIDER-MAN

##### Cheat Codes

At any time during the game, press **START** to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen:

Unlock all characters—Right, Down, Right

Unlock all Skins—Left, Up, Up, Up, **START** at the Team Management screen

Unlock all Comics—Press Right, Left, Left, Right, Up, Up, Right, **START** at the Review menu

Unlock all Concepts—Press Left, Right, Left, Right, Up, Up, Down, **START** at the Review menu

Unlock all Cinematics—Press Left, Right, Right, Left, Down, Down, Left, **START** at the Review menu

Unlock all Screens—Press Right, Left, Right, Left, Up, Up, Down, **START** at the Review menu

Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, **START** at the main menu

Unlock all characters—Press Right, Left, Left, Right, Up, Up, Up, **START** at the Team Management screen

Unlock all Skins—Press Down, Up, Left, Right, Up, **START** at the Team Management screen

Unlock all Comics—Press Right, Left, Right, Up, Up, Right, **START** at the Review menu

Unlock all Concepts—Press Left, Right, Left, Right, Up, Up, Down, **START** at the Review menu

Unlock all Cinematics—Press Left, Right, Right, Left, Down, Down, Left, **START** at the Review menu

Unlock all Screens—Press Right, Left, Right, Left, Up, Up, Down, **START** at the Review menu

Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, **START** at the main menu

#### X-MEN: THE OFFICIAL GAME

##### Cheat Codes

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—Right, Right, Left, Left, Down, Up, Down, Up, **START**

Unlock Wolverine's Danger Room Challenge—Down, Down, Up, Up, Right, Left, Right, Left, **START**

Unlock Nightcrawler's Danger Room Challenge—Up, Down, Down, Left, Right, Left, **START**

YU-GI-OH! THE DUELISTS OF THE ROSES

##### Unlock Cards

At any time during gameplay, choose "Deck" from the System menu and enter the "Build Deck" menu. Press **R3** to bring up a password entry screen and enter any of the following passwords to unlock a specific card:

E K J H Q 1 0 9—Ancient Tree of Enlightenment

J X C B G U 7—Aqua Dragon

G T J X S B J 7—Barrel Dragon

O X N T Q P A X—Beastking of the Swamps

N 5 4 T 4 T Y 5—Birdface

C Z N S G D 2 X—Blast Sphere

S B Y D Q M 8 B—Change of Heart

S R A 7 L 5 Y R—Crush Card

U M J 1 0 M Q B—Dark Hole

8 1 E Z C H 8 B—Dragon Seeker

Y 3 4 P N 1 S V—Earthshaker

E 5 G 3 N R A D—Elf's Light

3 7 6 8 4 3 4—Exodia the Forbidden One

Y F 0 7 Q V E Z—Fairy King Truesdale

N V E 7 A 3 E Z—Fairy's Gift

9 2 8 8 6 4 2 3—Goblin Fan

0 H N F G 9 W X—Gravity Bind

Y B J M C D 5 Z—Greenkappa

S 1 4 F G K Q 1—Horn of the Unicorn

A 5 C F 6 H S H—Left Arm of the Forbidden One

G M E 1 S U M—Magician of Faith

N 5 5 8 5 6 3 1—Meteor Dragon

6 9 Y D Q M 8 5—Mimicat

5 3 2 9 7 5 3 4—Mirror Wall

N 1 N D J M Q 3—Mystical Capture Chains

S 5 5 7 N K N H—Robotic Knight

8 T E T O Q H E 1—Royal Decree

2 H 4 D 8 5 J 7—Seiryu

U M Q 3 W Z U Z—Serpentine Princess

7 3 1 5 3 7 3 6—Slate Warrior

A H O P S H E B—Swordstalker

0 5 4 T C 7 2 7—Tactical Warrior

#### ZAPPER

##### Invincibility

At any time during gameplay, press **START** to pause, then hold L1 and press Up, Down, Up, Left, Right, Down, Up at the pause menu.

To recharge his power, Odin must: **Enter a state known as Odinsleep**

After being fatally wounded by Bullseye, Elektra managed to: **Make her way to Matthew Murdock's house**

Pepper Potts is the name of: **Tony Stark's secretary**

The Silver Surfer is from the planet: **Zenn-La**

Wolverine's bones are covered in: **Adamantium**

Volla is an Asgardian who: **Can foresee the future**

Who has not lifted Thor's hammer? **Daredevil**

Which is not one of the races in Asgard? **All are found in Asgard**

What makes Spider-Woman so attractive to men? **Pheromones**

Storm's real name is: **Ororo Munroe**

What is Robbie Robertson's job at the Daily Bugle? **Editor in chief**

Sif and Thor didn't marry because **Sif couldn't understand Thor's attachment to humans**

Asgard is made up of how many worlds? **Nine**

What does not describe Ymir? **A Fire Giant**

What magical item does Loki use? **Norn Stones**

**GameCube Hardware****Alternate Sounds**

Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence.

**BLOODRAYNE****Secret Codes**

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.

**ON THE LEVEL**—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode  
LAME YANKEE DONT FEED—Unlock Restore Health

ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust  
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter

DONT FART ON OSCAR—Unlock Enemies parameter  
SHOW ME MY WEAPONS—Unlock Show Weapons on Body

INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment

JUGGY DANCE SQUAD—Unlock Juggy Mode  
**CRAZY TAXI**

**Secret Bicycle**

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen: Hold L, hold R, release L, release R

Hold R, hold L, release R, release L

When you lock in your character with the A button, you'll hear a bicycle bell to confirm that the code has been entered correctly.

**Another Day**

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

**No Arrows**

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R and press START. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

**No Destination Mark**

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to

# GameCube tips

play, then hold L and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

**Expert Mode**

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L + R and press START. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

**Speedometer**

You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold R and press X five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold R and press X on Controller 3 again.

**Alternate Camera Angles**

Use the following button combinations on Controller 3 to change the camera angle at any time during the game:

- Hold R and press Y on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold R and press B on Controller 3 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
- Hold R and press A on Controller 3 to return to the default view.

**FINDING NEMO****Secret Cheats**

Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.

Level select—Y, Y, Y, B, B, X, B, Y, Y, B, Y, B, Y, X, Y, Y  
Invincibility—Y, B, B, X, X, X, Y, Y, B, B, X, X, X, X, B, Y, X, X, B, X, Y, X, B, X, X, X, Y  
Reward level—Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, B, Y, B, X, X, B, Y  
Credits—Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, Y, B, X, X, Y, B, X, Y

**GOLDENEYE: ROGUE AGENT****"Extras" Screen Codes**

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left

Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down

Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up

Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up

Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down

**Pause Menu Codes**

At any time during the game, press START to pause, then enter any of the following codes at the Pause menu:

Full health and armor—R, R, Z, X, Z, R, L, Z

Full GoldenEye power—L, R, L, L, R, L, R, L

**THE HAUNTED MANSION****Cheat Codes**

Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold Right on the D-pad and press B, X, X, B, X, Y, A

Weapon upgrade—Hold Right on the D-pad and press B, B, Y, Y, X, X, A

Unlock "Level Select" option at the Pause menu—Hold Right on the D-pad and press X, X, B, Y, Y, B, X, A

**Invisible Zeke**

After the Gamecube logo disappears, press L + R + A + B and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.

**Skeleton Zeke**

After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

**THE INCREDIBLES****Cheat Codes**

At any time during the game, press the START button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.

U U D D L R L R B A S—Refill health meter

S M A R T B O M B—Kill everything within range of Mr. Incredible

S H O W T I M E—Refill Mr. Incredible's Incredimeter

F L E X I B L E—Refill Mrs. Incredible's Incredimeter

M I C T R A V I S—Infinite Incredimeter for a limited time

T H E D U D E A B I D E S—Take less damage for a limited time

G A Z E R B E A M—Temporary eye beam power

S A S S M O D E—Speed up gameplay

B W T H E M O V I E—Slow down gameplay

E I N S T E I N I U M—Big heads

D E E V O L V E—Tiny heads

A T H L E T E S F O O T—Mr. Incredible's feet leave a blazing trail

B H U D—Enable/disable interface graphics

I N V E R T C A M E R A Y—Invert left/right camera controls

I N V E R T C A M E R A X—Invert up/down camera controls

Y O U R N A M E I N L I G H T S—Display the credits

H I—Display Heavy Iron logo

**LEGO STAR WARS II: THE ORIGINAL TRILOGY****Cheat Codes**

At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords:

Y T D 3 1 8—Unlock Imperial Shuttle for purchase

B A J 1 9 9—Unlock TIE Bomber for purchase

P P L 4 4 2—Unlock TIE Fighter (Darth Vader) for purchase

Q Y A 8 2 8—Unlock TIE Interceptor for purchase

H D Y 7 3 9—Unlock TIE Fighter for purchase

K S Y 7 9 2—Unlock 4-LOM for purchase

Q A T 3 3 1—Unlock Dengar for purchase

N V V 5 8 3—Unlock Bossk for purchase

N X L 9 7 3—Unlock IG-88 for purchase

Y O D 4 7 6—Unlock Yoda (Ghost) for purchase

S Y K 9 6 7—Unlock Anakin Skywalker (Ghost) for purchase

B E N 9 1 7—Unlock Ben Kenobi (Ghost) for purchase

N F X 5 8 2—Unlock Gonk Droid for purchase

V F R 8 0 0—Unlock Admiral Ackbar for purchase

H V Y 3 8 2—Unlock The Emperor for purchase

M M M 1 1 1—Unlock Imperial Guard for purchase

T T T 2 8 9—Unlock Ewok for purchase

H L P 2 2 1—Unlock Boba Fett for purchase

G B U 8 8 8—Unlock Skiff Guard for purchase

S G E 5 4 9—Unlock Palace Guard for purchase

W T Y 7 2 1—Unlock Bib Fortuna for purchase

Y Z F 9 9 9—Unlock Gamorrean Guard for purchase

V H Y 8 7 2—Unlock Princess Leia (Prisoner) for purchase

V H Y 8 3 2—Unlock Bespin Guard for purchase

U G N 6 9 4—Unlock Ugnauth for purchase

U B U 3 1 9—Unlock Lobot for purchase

H U F 7 2 9—Unlock Luke Skywalker (Hoth) for purchase

N Y U 9 8 9—Unlock Snowtrooper for purchase

P G G 3 3 6—Unlock Rebel Pilot for purchase

E K U 8 4 9—Unlock Rebel Trooper (Hoth) for purchase

Y W M 8 4 0—Unlock Han Solo (Hood) for purchase

S M G 2 1 9—Unlock Grand Moff Tarkin for purchase

B B W 8 8 9—Unlock Imperial Officer for purchase

N N Z 3 1 6—Unlock TIE Fighter Pilot for purchase

B C K 8 6 8—Unlock Death Star Trooper for purchase

U C K 8 2 5—Unlock Beach Trooper for purchase

C V T 1 2 5—Unlock Imperial Spy for purchase

N A H 1 1 8—Unlock Greedo for purchase

**The Black Widow's husband became: The Red Guardian**

**Hank Pym created Ultron based on the brain patterns of: Himself**

**S.H.I.E.L.D. is affiliated with: The United Nations**

**What experiment was Dr. Doom working on that exploded in college? A communicator to talk to his dead mother**

**The Wrecking Crew got their powers when: An enchanted crowbar they held was struck by lightning**

**Loki is the true son of: The Frost Giant Laufey**

**The Asgardians refer to Earth as: Midgard**

**ACT 4 TRIVIA**

**The Inhumans develop their superpowers after they: Breathe in the Terren Mist**

**What team wasn't Blade a part of? The Lethal Legion**

**What was the name given to the project to create Captain America? Operation: Rebirth**

**Ghost Rider was bound to the demon named: Zarathos**

**The Inhumans were originally humans who: Were experimented on by the Kree**

**Black Bolt does not talk because: His voice is so powerful it could level a mountain**

**When Gorgon stomps his foot it: Makes a mini-earthquake**

**Galactus was originally: An alien named Galan**

**Super-Skrull was created to: Defeat the Fantastic Four**

**The Starjammers are lead by Corsair, who is the father of: Cyclops**

**When he was created by Ultron, The Vision's first mission was to: Kill the Avengers**

**What is Wakanda's greatest mineral resource? Vibranium**

**What was the name of Matt Murdock's receptionist? Karen Page**

**Deadpool is known as: The merc with the mouth**

**The Watchers upload all information they accumulate to: The One**

**Black Bolt once whispered a word and: Destroyed half of Attilan**

**The Skrull were a peaceful race until they were attacked by: The Kree**

**The Shi'ar race evolved from: Birds**

**S.H.I.E.L.D. Central is the organizational headquarters which is located in: New York**

**Dr. Doom originally took the throne of Latveria from: King Vladimir**

**TRIVIA ANSWERS**



Y D V 4 5 1—Unlock Sandtrooper for purchase  
J A W 4 9 9—Unlock Jawa for purchase  
P E J 8 2 1—Unlock Tusken Raider for purchase  
V A P 6 4—Unlock Imperial Shuttle Pilot for purchase  
P T R 3 4 5—Unlock Stormtrooper for purchase

**MADDEN NFL 07***Madden Codes*

Please see the *Xbox Tips* section for a list of Madden Codes which can be used to unlock Madden Cards for use in *Madden NFL 07*. These same codes will also unlock cards in the GameCube version of the game.

**MEDAL OF HONOR: EUROPEAN ASSAULT***Cheat Codes*

At any time during gameplay, press **START** to pause, hold **L + R** and press **Up, Y, B, Up, A**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—**B, Y, Right, A, Z, R**  
Infinite ammo—**Z, R, Up, X, B, A**  
100% Adrenaline—**X, L, B, Z, L, Y**  
Kill stage nemesis—**L, Y, L, Z, L, Z**  
Collect stage OSS documents—**Left, Y, B, A, Down, B**  
Disable shellshock—**Z, R, X, Y, Y, L**  
Disable/enable HUD—**A, Y, Right, A, Z, B**  
Suicide—**L, Z, R, Up, A, Z**  
All Campaign battles—**A, R, B, Up, X, Z** (Note: This code creates three separate profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

**MEDAL OF HONOR: FRONTLINE***Passwords*

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (\*) activate cheats which must then be turned on at the Bonus menu.

H E A D S U P—Achilles Head\*  
R E F L E C T O R—Bullet Shield\*  
H I D E N S E E K—Invisible Enemy\*  
B I G B O O M E R—MOHton Torpedo\*  
M A D H A T T E R—Men with Hats\*  
F L A W L E S S—Perfectionist\*  
B O U N C E—Rubber Grenades\*  
S U P E R S H O T—Snipe-o-Rama (all weapons have sniper rifle zoom ability)\*  
S I L V E R S H O T—Silver Bullet (one-hit enemy kills)\*  
B A L L O W W A X—Unlock all "Bonus" items  
S E A G U L L—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)  
E A G L E—Unlock Mission 2: A Storm in the Port  
H A W K—Unlock Mission 3: Needle in a Haystack  
P A R R O T—Unlock Mission 4: Several Bridges Too Far  
D O V E—Unlock Mission 5: Rolling Thunder  
T O U C A N—Unlock Mission 6: The Horten's Nest

**MEDAL OF HONOR: RISING SUN***Passwords*

Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu.

L O A C H—All Replay Items

D I S C U S—Unlimited Ammunition  
P L E C O—Silver Bullet  
G O U R A M I—Bullet Shield  
M O O R—Rubber Grenades  
T E T R A M—Men Without Hats  
L E L E U P I—Always Sniper  
Z E B R A—Invisible Soldiers  
C I C H L I D—Achilles Head  
B O T I A—Perfectionist Mode  
B E N G A L—Immortality

**MLB SLUGFEST 2004***Secret Codes*

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **B**, **Y** and **X** buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press **B** three times, **Y** two times and **X** once, then press **Up** on the D-pad. A message will appear to confirm each code.

1-1-Down—Cheats Disabled  
3-0-3-Up—Extended Time For Codes  
4-4-Down—Unlimited Turbo  
3-0-0-Left—Max Batting  
0-3-0-Left—Max Power  
0-0-3-Left—Max Speed  
2-4-2-Down—16' Softball  
2-4-2-Up—Rubber Ball  
0-0-4-Right—Whiffle Bat  
0-0-4-Log Bat  
0-0-3-Ice Bat  
0-0-2-Blade Bat  
0-0-4-Left—Mace Bat  
0-0-5-Up—Spike Bat  
0-0-1-Right—Bone Bat  
2-0-0-Right—Big Head  
2-0-0-Lef—Tiny Head  
3-3-3-Up—Coliseum Stadium  
3-2-1-Up—Rocket Park Stadium  
3-3-3-Down—Monument Stadium  
3-2-1-Down—Midway Park Stadium  
3-3-2-Left—Forbidden City Stadium  
3-2-1-Left—Atlantis Stadium  
2-1-0-Right—Pinto Team  
2-1-1-Right—Horse Team  
2-1-2-Right—Eagle Team  
2-2-0-Right—Lion Team  
1-0-3-Down—Dwarf Team  
1-1-3-Down—Gladiator Team  
1-3-3-Down—Bobble Head Team  
1-0-2-Down—Dolphin Team  
1-1-2-Down—Scorpion Team  
1-2-2-Down—Sub-Zero Team  
1-3-2-Down—Rodeo Clown Team  
1-1-0-Down—Minotaur Team  
2-2-2-Down—Olsman Team  
2-2-2-Up—Rivera Team  
2-3-2-Down—Napolitano Team  
2-1-1-Down—Evil Clown Team  
2-3-1-Down—Alien Team  
2-3-3-Down—Casey Team  
1-0-1-Down—Little League  
2-2-2-Right—Team: Todd McFarlane  
3-3-3-Right—Team: Terry Fitzgerald

**MVP BASEBALL 2004***Secret Codes*

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lowercase) letters only.

keegan paterson—Player with huge bat

jacob paterson—Player with huge bat  
isaiah paterson—Player with huge bat  
erik kiss—Player with skinny bat  
john prosen—Player with giant cap/helmet

the default controller configuration, you may be altering the buttons that are used to enter these codes.

2-1-2-Right—More time to enter codes

4-1-5-Up—Infinite turbo

4-2-1-Up—Power-up defense

4-1-2-Up—Power-up offense

5-2-1-Up—Power-up linemen

0-3-2-Left—Fast running speed

2-4-0-Left—Fast passes

0-5-4-Up—Super blitzing

1-2-3-Left—Super field goals

3-1-4-Down—Smart CPU teammates

3-3-3-Down—Extra plays for offense

0-0-1-Right—Extra time after plays

2-0-0-Right—Big head

2-0-3-Right—Team big heads

1-4-5-Left—Huge head

0-2-5-Left—Big Feet

0-2-5-Up—Chimp mode

0-2-5-Right—Power Loader (big shoulders)

2-5-3-Right—Team: Midway

2-5-4-Up—Team: Rollers

3-4-4-Down—Team: NeoTokyo

1-3-5-Left—Team: Cowboys

4-0-3-Right—Team: Crunch Mode

4-3-2-Down—Team: Brew Dawgs

5-4-3-Right—Team: Armageddon

0-4-5-Left—Team: Indians

5-0-1-Up—Team: Gsmers

3-1-0-Up—Team: Bilders

2-3-2-Down—Ground fog on

1-2-3-Right—Weather: Clear

5-5-5-Right—Weather: Rain

5-5-5-Left—Weather: Snow

0-3-0-Left—Classic ball

0-3-0-Down—Chrome ball

2-1-1-Left—Allow stepping out of bounds

3-4-5-Up—Butter Fingaz

3-5-1-Right—Showtime

0-1-2-Down—No CPU assist (teams must agree)

0-2-1-Right—See more field (teams must agree)

1-1-1-Down—Tournament Mode (in two-player game)

2-2-2-Left—Always QB (two humans per team)

2-2-2-Right—Always receiver (two humans per team)

3-2-1-Down—No highlight target on receiver

3-4-0-Right—Hide audible names

3-5-5-Up—No interceptions

5-2-3-Down—No random fumbles (teams must agree)

1-4-1-Up—No punting

2-1-0-Up—No first downs

5-5-4-Right—No replays

*Secret Characters*

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as a secret character.

BEAR—1985

CLOWN—1974

COWBOY—1996

DEER—1997

DOLPHIN—1972

EAGLE—1981

HORSE—1999

INDIAN—1992

LION—1963

PINTO—1966

PIRATE—2001

RAM—2000

RBL-DBN—9669

ROBOTR—1974

ROBOTS—1970

TIGER—1977

VIKING—1977

ZEMAN—1986

The "fastball special" is when: **Colossus throws Wolverine at an enemy**

When **Storm** was a child, the gang of street urchins she was in was led by: **Achmed el-Gibar**

In battle, the **Silver Surfer** uses: **The Power Cosmic**

What device did **Reed Richards** successfully use to keep **Galactus** from consuming the Earth? **The Ultimate Nullifier**

**Karnak**'s special power is: **To see the weakness in any item, person or plan**

The only person who might be considered a friend of **Uatu** is: **Reed Richards**

What does not describe **Gladiator**? **Loyal only to Lilandra**

**Triton** is good friends with: **Namor**

Who does **Dr. Doom** blame for the explosion that got him expelled from college? **Reed Richards**

**Elektra** was resurrected by: **Stone**

**Loki** managed to foul up the creation of **Thor's hammer** by: **Shortening the handle**

**Crystal**'s power is the ability to: **Control fire, water, earth and air**

To protect **Attilan** from destruction, young **Black Bolt** was kept: **In a soundproof room**

Which item doesn't **Dr. Strange** use? **The Infinity Formula**

Invisible Woman was at one time known as: **Invisible Girl**

Which villain did **Tony Stark** use his Centrifugal Force ray on to make so heavy he sank through the floor of the factory? **The Crusher**

**Hank Pym** uses his cybernetic helmet to control: **Ants**

The equipment that gave **Luke Cage** his powers was created by: **Stark International**

Silver Surfer's real name is: **Norrin Radd**

Which does not describe **Lilandra Nermari**? **Romantically involved with Magneto**

The Skrulls had a homeworld called Skrullus until: **It was devoured by Galactus**

The Starjammers are a group of former: **Shi'ar** prisoners

Who is the king of the Inhumans? **Black Bolt**

Why was **Attilan** moved to the Moon? **To escape humans and their pollution**

What **Kree** device was used on **Carol Danvers** to turn her into **Ms. Marvel**? **Psyche-Magnitron**

**Nick Fury** was at one time the leader of: **The Howling Commandos**

Does the **Thing** really have a Sweet Aunt **Petunia**? **Yes and she's a young woman**

**Thor** was banished to Earth for a while because: **He violated a truce between the Asgardians and the Frost Giants**



**THE SIMS****Cheat Codes**

Hold L + R at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:

**FISH EYE**—First-person perspective. Press the X button to toggle it on and off

**FREEALL**—All items cost \$0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code

**MIDAS**—Unlock all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House

**PARTY MODE**—Unlocks "The Motel" multiplayer game (Note: You can only access this game after unlocking the Bonus Menu by entering the "MIDAS" code)

**SIMS**—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

**SPIDER-MAN****Secret Codes**

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

**K O A L A**—All "Combat Controls" enabled

**I M I A R M A S**—Unlock all stages in "Level Warp"

**H E A D E X P L O D Y**—Unlock "Pinhead Bowling" in Training menu

**A R A C H N I D**—Unlock all of the above + all "Gallery" items

**G I R L N E X T D O O R**—Play as Mary Jane

**H E R M A N S C H U L T Z**—Play as Shocker

**S E R U M**—Play as a scientist

**K N U C K L E S**—Play as Thug 1

**S T I C K Y R I C E**—Play as Thug 2

**T H U G S R U S**—Play as Thug 3

**F R E A K O U T**—Play as Thug 4

**C A P T A I N S T A C E Y**—Play as a helicopter pilot

**R E A L L H E R O**—Play as a security guard

**O R G A N I C W E B B I N G**—Unlimited web fluid

**C H I L L O U T**—Glider never overheats (when playing as Green Goblin)

**R O M I T A S**—Unlock "Next Level" option at the Paused menu

**D O D G E T H I S**—"Matrix" mode

**S P I D E R Y T E**—Tiny Spidey

**G O E S T O Y O U R H E A D**—Big head + feet

**J O E L S P E A N U T S**—Enemies have big heads + feet

**U N D E R T H E M A S K**—First-person view

**SPIDER-MAN 2****Cheat Code**

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter," you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they

may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

**SRS: STREET RACING SYNDICATE****Cheat Codes**

At the main menu, press Up, Down, Left, Right. A cheat menu will appear where you can enter the following codes:

**S I C K J Z A**—Unlock Toyota Supra 3.0L RZ in Arcade Mode

**S I C K G D B**—Unlock Subaru Impreza S202 STi in Arcade Mode

**I G O R G S T**—Unlock Mitsubishi Eclipse GS-T in Arcade Mode

**R E N E S I S**—Unlock Mazda RX-8

**M Y T C G T S**—Unlock Toyota Celica GT-S

**G O T P O P O**—Unlock Police Car in Arcade Mode

**L E T M E G O**—First three busts are only warnings

**F I X I T U P**—Free repair

**G O R E T R O**—Unlock all Vinyls

**SSX TRICKY****Cheat Codes**

At the title screen, hold L + R and enter the following codes. Each time you enter a code correctly, you'll hear a sound effect when you release L + R.

Unlock everything (all characters, courses, outfits and boards)—**A, B, Z, X, Y, Z, B, Y, Z, X, A, Z**

Max stats for all characters—**B, B, Z, B, B, Z, A, A, Z, A, A, Z**

Elise's secret costume—**A, A, Z, X, X, Z, B, B, Z, Y, Y, Z** (choose Elise after entering this code and she will be wearing her secret costume when the game starts)

Play as Mix Master Mike—**A, A, Z, A, A, Z, A, A, Z, A, A, Z** (choose any character after entering this code and Mix Master Mike will appear when the game starts)

**SSX3****Cheat Codes**

From the main menu, press the Y button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:

**b i g g e r t h a n k 7**—Unlock all peaks

**d u p e r s t a**—Unlock all songs in playlist

**s h o p p i n g s p r e e**—Unlock all Peak 1 gear, items and accessories

**n a t u r a l c o n c e p t**—Unlock all art

**g r a p h i c d e l i g h t**—Unlock all special boards

**p o s t n o b i l l s**—Unlock all posters

**n o g l u e r e q u i r e d**—Unlock all toys

**g o t i t g o t i t n e e d i t**—Unlock all trading cards

**m y e y e s a r e d i m**—Unlock all videos

**z e n m a s t e r r**—Unlock Brodi

**w o r m**—Unlock Eddie

**b r o n c o**—Unlock Luther

**m i l k e n d a i s y**—Unlock Cudmore

**n o t s o v e l t e**—Unlock Svelte Luther

**b a c k 2 f u t u r e**—Unlock Marty

**s l i c k s u i t**—Unlock Hiro

**w h e r e s y o u r t a i l**—Unlock Bunny San

**w i n d i m i l d u n k**—Unlock Stretch

**c a l l i h i m g e o r g e**—Unlock Northwest Legend

**b r o k e n l e g**—Unlock Jürgen

**b o n e y a r d r e c t**—Unlock Gutless

**t a n k e n g i n e**—Unlock Churchill

**g r e a t w h i t e n o r t h**—Unlock Canhuck

**f i n a l l y m a d e i t i n**—Unlock Unknown Rider

**b e t y o u v e n e v e r s e e n**—Unlock Snowballs

**TONY HAWK'S UNDERGROUND****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.

**g e t i t u p**—Moon gravity

**k e e p i t s t e a d y**—Perfect manual

**l e t i t s l i d e**—Perfect rail

**r e a r r i d e r**—Perfect skitches

**N O O O !**—Unlock T.H.U.D.

**TONY HAWK'S UNDERGROUND 2****Cheat Codes**

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.

**s t r a i g h t e d g e**—Unlock "Perfect Rail" cheat

**l i k e p a u l i e**—Unlock "Always Special" cheat

**u n s c r e w e d**—Unlock Natas Kaupas

**b r i t t e e t h**—Unlock Nigel Beaverhausen

**x x l a r g e**—Unlock Phil Margera

**w a k p a k**—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler

**s i k f l i c k**—Unlock all movies

**u r o n n 3 d**—Unlock all levels

**VIEWTIFUL JOE 2****How to Unlock the 36 Chambers**

1. Defeat Drill Sergeant Big John in Reel 1, Act IV.

2. In Reel 5, Act I, when you're fighting ninjas on the slippery ice on the cliffs (after you've launched up to the cliffs using the remote-controlled platform), finish the scene with at least five hearts.

3. Get killed by the enemies that look like paper bags.

4. Finish any scene with only one heart remaining.

5. Pass Reel 2, Act III.

6. Pass Chamber 1.

7. Collect all the V-Reels from every act in any film.

8. Get a "Game Over" and don't reset.

9. Pass Reel 3, Act I.

10. Pass Chamber 1 and enter a bonus room in Reel 4, Act II. The bonus room is in the house where the switches move the rooms in a clockwise direction. When you place the three objects (teardrop, sword and mirror) into the matching scrolls, a door opens on the right side of the room on the upper right. However, if you hit the switch in this room instead of going through the door, you'll end up on the bottom level, and when you go through the open space on the right, you'll enter a bonus area filled with ninjas.

11. Pass Chamber 2 with at least an "A" rating.

12. Earn a "V" time ranking in five consecutive scenes.

13. Have only one heart left from beginning to end in any scene.

14. Pass Reel 4, Act II.

15. Earn a "Rainbow V" ranking (get a "V" for V-Points, Defense and Time) during the UFO fight in Reel 4, Act I.

16. Finish the last scene in Reel 2, Act I without using any VFX powers.

17. Pass Chamber 8.

18. Pass Chamber 9 and buy the Sliding power-up.

19. Pass the miniboss fight against Big John in Reel 3, Act II with an "A" rank or higher.

**X-MEN LEGENDS****Unlock Extreme Gear**

At the main menu, press Up, Up, Right, Left, Down, Down, START. A message will appear if the code has been entered correctly.

**ZATCH BELL! MAMODO BATTLES**

**Cheat Codes**

Enter the following codes at the title screen:

**U n l o c k Z o n o** and **D u f o r t**—Up, Up, Down, Left, Right, Left, Right, B, A

**U n l o c k Z o n o**'s **S t o r y M o d e**—Up, Up, Down, Left, Right, Left, Right, B, A

**Cheat Passwords**

Defeat any of the 10 opponents that you encounter in Story Mode and the "Password" option will appear in the "Bonus Mode" menu. Enter any of the following passwords to earn a random reward (such as points, cards or characters):

**U C K A H E I T**  
**C L O O N A V 3 U**  
**T H E C Z B A L L**

**Cyclops spent his childhood at an orphanage in Omaha, Nebraska**

How long did Dr. Doom's trans-dimensional experiment in college work before it exploded? **Two minutes and thirty-seven seconds**

Baron Wolfgang Von Strucker was known for leading the group called **HYDRA**

When she was a Soviet agent, The Black Widow initially spied on **Stark Enterprises**

Who was Captain America's sidekick in **WWII**? **Bucky**

Elektra was killed by Bullseye shortly after she refused to kill: **Foggy Nelson**

When he was 15 years old, Tony Stark's parents were killed: **In a car accident**

What is not true about Colossus in his metal form? **Immune to magnetic attacks**

What is the name of the wrestler Spider-Man defeats as he attempts to cash in on his new found powers? **Crusher Hogan**

At the time she took Ms. Marvel's powers, Rogue was a member of **The Brotherhood of Evil Mutants**

Dr. Doom's mother died because she made a bad deal with: **Mephisto**

How does Dr. Doom describe his form of government? **An enforced monarchy**

Franklin "Froggy" Nelson is Matt Murdock's: **Business partner**

Dr. Strange was originally a: **Neurosurgeon**

Johnny Blaze is the real name of which super hero? **Ghost Rider**

What's the name of the college Wyatt Wingfoot and Johnny Storm attended? **Metro College**

Colossus did not know he had the mutant power to turn to steel until he: **Stopped a tractor from crushing his sister**

Cyclops cannot control his optic beam unless he is: **Wearing special glasses**

Dr. Cornelius was the head of: **The Weapon X program that dealt with Wolverine**

Ben Grimm's battle cry is: **It's clobberin' time**

Deadpool never removes his mask because: **His face is severely disfigured**

Daredevil is known as: **The man without fear**



# Xbox tips

## 50 CENT: BULLETPROOF

### Cheat Codes

At any time during the game, press **START** to pause, choose "Options," then select "Enter Codes" from the Codes menu and enter any of the following codes:  
**ny'sfinestyo**—Bulletproof cheat (invincibility)  
**gotthemrachets**—Unlock all weapons  
**GrizzSpecial**—Infinite ammo cheat  
**the hub is broken**—Mike mode cheat (more powerful weapons)  
**workout**—Unlock "Empty'n Clips" Counterkill  
**orangejuice**—Unlock Action 26 track  
**sayhellotomylittlefriend**—Unlock "My" video  
**yayoshome**—Unlock "So Seductive" video  
**graballthat50**—Unlock all music

## AENON FLUX

### Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

**TANGO ROMEO INDIA ROMEO OSCAR XRAY**—God mode  
**HOTEL ECHO ALPHA LIMA MIKE ECHO**—Restore health  
**CHARLIE LIMA OSCAR NOVEMBER ECHO**—Unlimited health  
**FOXTROT UNIFORM GOLF**—Unlimited ammo  
**LIMA CHARLIE VICTOR GOLF**—Unlimited Power Strikes

**CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO**—Free fatalities  
**BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO**—One-strike kills  
**UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO**—Unlock action movie

### More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:  
**BRAVO ALPHA YANKEE OSCAR UNIFORM**—Unlock all episodes in "Replay Episode" mode  
**PAPA INDIA XRAY ECHO SIERRA**—Unlock all slideshows  
**MIKE OSCAR VICTOR INDIA ECHO**—Unlock Seeds costume  
**BRAVO LIMA UNIFORM ROMEO**—Unlock War costume  
**GOLF ROMEO ALPHA YANKEE**—Unlock Fame costume  
**JULIET ALPHA CHARLIE KILO ECHO TANGO**—Unlock Bomber Jacket costume  
**WHISKEY HOTEL INDIA TANGO ECHO**—Unlock Mrs. Goodchild costume  
**ALPHA ROMEO MIKE SIERRA**—Unlock Revelation costume  
**CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA**—Unlock Freya, Monican Freya, Hostess Judy, Una and Fashion Una costumes

## APEX

### Cheat Codes

Select "Dream Mode" from the main menu, then choose "New Game". After the opening cinematic, when you are prompted to select a Brand Name, enter any of the following codes to unlock the corresponding feature in Arcade Mode.

**WORLD**—Unlock all tracks  
**DREAM**—Unlock all concept cars  
**REALITY**—Unlock all production cars

## THE BARD'S TALE

### Cheat Codes

At any time during gameplay, hold **Left Trigger** + **Right Trigger** and enter any of the following codes:

Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**  
 Can't be struck—**Left, Right, Left, Right, Up, Down, Up, Down**  
 Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**  
 Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**  
 10,000 silver pieces and 100 adderstones—**Up, Up, Down, Down, Left, Right, Left, Right**

Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

## BATTLEFIELD 2: MODERN COMBAT

### Earn All Weapons

During gameplay, hold **Black + White** and press **Right, Right, Down, Up, Left, Left**.

## BIG MUTHA TRUCKERS 2

### Cheat Passwords

Press **Y** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

**M I S S I O N S**—Unlock all missions  
**C A S H**—Earn \$10,000  
**B R I D G E**—Easy bridge crossing  
**N O D A M A G E**—Invincibility  
**N O C O P S**—No cops  
**E B M**—Unlock Evil Bob mission  
**P J**—Pay off one juror  
**P A J**—Pay off all jurors  
**C O P S**—Cops always on route  
**B I K E R S**—Bikers always on route  
**G A L L E R Y**—Unlock all gallery items

## BLACK

### Start with M249 Machine Gun

Select "Options" from the main menu, then choose "Profile." Select "New" and enter **5SQ-STA-ZFFF-7XEV** as your profile name (be sure to include the dashes). After entering this code, you will be prompted to enter another profile name; choose any name you wish and start a new game to begin with the M249.

## BROTHERS IN ARMS: ROAD TO HILL 30

### Unlock All Levels and Difficulty Settings

Enter the name "**BAKERSDOZEN**" when creating a new profile. You will now be able to select any level in the Chapters section and play the game on "Authentic" difficulty.

## BRUCE LEE: QUEST OF THE DRAGON

### Cheat Codes

Enter any of the following codes at any time during gameplay:

**Invincibility**—**A, B, B, X, Right Trigger, Black, Right Thumbstick**  
**Nine lives**—**White, Right Thumbstick, Left Thumbstick, Back, Left Trigger, Right Trigger, Left Thumbstick**  
**999 coins**—**B, Black, Black, A, Right Thumbstick, Left Thumbstick**  
**999 tokens**—**Y, B, A, X, Y, Left Trigger, Right Thumbstick**  
**Bruce Challenges**  
 At the title screen, when the words "Press Start" appear, press **X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick**. The "Bruce Challenges" option will be unlocked at the main menu.

## CAPCOM CLASSICS COLLECTION

### Unlock All Extras and More

At the title screen, press **Left Trigger, Right Trigger, Up** on the right analog stick, **Down** on the left analog stick, **Left Trigger, Right Trigger, Up** on the left analog stick, **Down** on the left analog stick, **Left Trigger, Right Trigger, Up** on the D-pad. A message will appear to confirm that you have unlocked all of the Extras in the game. This code also allows you to select any weapon in *Ghosts 'n Goblins*, *Ghouls 'n Ghosts* and *Super Ghouls 'n Ghosts* by pressing **Right** or **Left** on the right analog stick during the game.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

**I M S P E E D**—Faster acceleration  
**V R O O O O M**—Unlimited Boost meter  
**Y A Y C A R S**—Unlock all cars  
**R 4 M O N E**—Unlock all paint schemes for all unlocked vehicles  
**M A T T L 6**—Unlock all Arcade games  
**I F 9 0 0 H**—Unlock all Bonus Content and all Arcade games  
**T R G T E X C**—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

**C O N C R E T E**—Unlock all character and environment art

**W A T C H I T**—Unlock all movie clips and deleted scenes

## COUNTER-STRIKE

### Purple Streaked Terrorists

Create a new profile with the name "**PlumRugOfDoom**" (or change your current profile name to this). All of the terrorists on the Prodigy level will now have a purple streak down the middle of their hair.

### Shaky Text

Create a new profile with the name "**!UNDONE!**" (or change your current profile name to this). You should see the effect immediately after entering the code.

## CRUSTY DEMONS

### Cheat Codes

Enter any of the following case-sensitive names as a profile name in Story Mode and begin a new game to activate the cheat:

**F r e q u e n t F l y e r**—Unlock all World Map locations  
**F r e e b i e s**—Unlock all tricks and all bikes

## THE DA VINCI CODE

### Cheat Passwords

Choose "Options" from the main menu, then select "Codes" and enter any of the following passwords:

**SACRED FEMININE**—Extended health  
**VITRUVIAN MAN**—Invincibility  
**PHILLIPS EXETER**—One-hit kills  
**ROYAL HOLLOWAY**—One-hit weapon kills  
**CLOS LUCE 1519**—Unlock all levels  
**ET IN ARCADIA EGO**—Unlock all secrets  
**APOCYRPHA**—Unlock all Visual Database items

## DANCE DANCE REVOLUTION ULTRAMIX

### All Songs/All Challenge Modes Complete

Select "Options" from the main menu, then select "Credits" and enter the following code on Controller 4: **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear a confirmation sound if the code is entered correctly.

## DOOM 3

### Cheat Codes

At any time during gameplay (not while paused), enter the following codes:

**Invincibility**—Hold **Left Trigger** and press **X, Y, Y, B**  
**Bruce Challenges**  
 Skip the current level—Hold **Left Trigger** and press **B, A, X, Y**

## DRAGON BALL Z: SAGAS

### Cheat Codes

At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:

**Invincibility**—**Down, A, Up, Y, BACK, START, Right, X, Left, B**  
**All upgrades purchased**—**Up, Left, Down, Right, BACK, START, Y, X, A, B**

### Unlock Everything

Choose "Options" from the main menu, then press **Up, Down, Up, Down, BACK, START, BACK, START, Y, A, Y, X, X, B** at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

## DRIVER: PARALLEL LINES

### Cheat Passwords

At any time during gameplay, press **START** to pause the game, choose "Settings" from the pause menu, then select "Cheats" and enter any of the following passwords:

**R O L L B A R**—Indestructible cars  
**G U N B E L T**—Infinite ammo  
**Z O O M Z O O M**—Infinite nitro  
**I R O N M A N**—Invincibility  
**K E Y S T O N E**—Weak cop cars  
**T O O L E D U P**—Zero cost  
**G U N R A N G E**—All weapons  
**C A R S H O W**—All vehicles

## ELDER SCROLLS III: MORROWIND

### Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:

**Restore Health**—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black**. Press and hold the **A** button to restore health level.  
**Restore Magicka**—Select "Magicka" in the Stats menu and press **Black, White, Black, White, Black**. Press and hold the **A** button to restore Magicka level.  
**Restore Fatigue**—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black**. Press and hold the **A** button to restore Fatigue level.

## FANTASTIC 4

### Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.

**Unlock Hell** bonus level in the Bonus menu—**Right, Right, X, B, Left, Up, Down**  
**Unlock Barge Arena** in Survival Mode and Stan Lee Interview #1 in Unlockables—**X, B, X, Down, Down, B, Up**  
**Infinite Cosmic Power**—**Up, X, X, Left, Right, B** (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

## FIGHT NIGHT: ROUND 3

### Cheat Code

Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Create Champ Info" section, enter **NEWVIEW** as your character's first name to unlock all venues in Free Play mode.

## FROGGER: ANCIENT SHADOW

### Passwords

Choose "Secret Code" from the main menu, then enter any of the following codes:  
**Lily, Lumpy, Frogger, Finnius**—Start at Dr. Wani's Mansion Level 1 with **Berry**  
**Dr. Wani, Frogger, Lily, Berry**—Start at Dr. Wani's Mansion Level 2 with **Berry**  
**Dr. Wani, Lily, Lily, Frogger**—Start at Doom's Temple Level 1 with **Berry**  
**Lily, Dr. Wani, Lily**—Start at Doom's Temple Level 2 with **Berry**  
**Berry, Frogger, Lily, Berry**—Start at Sealed Heart Level 3 with **Berry**  
**Dr. Wani, Dr. Wani, Berry, Frogger**—Start at Elder Ruins Level 1 with **Berry**  
**Frogger, Finnius, Lily, Lily**—Start at Elder Ruins Level 2 with **Berry**  
**Lumpy, Dr. Wani, Frogger, Frogger**—Start at Sealed Heart Level 1 with **Berry**  
**Lumpy, Lumpy, Lumpy, Lumpy**—Unlock Masted Ship hat  
**Finnius, Dr. Wani, Lumpy, Frogger**—Unlock Lobster hat  
**Frogger, Lumpy, Lily, Frogger**—Unlock Skull hat  
**Frogger, Frogger, Frogger, Frogger**—Unlock Swamp of Froggenstein image  
**Finnius, Finnius, Finnius, Finnius**—Unlock Frogger on the moon image  
**Berry, Berry, Berry, Berry**—Unlock City view image  
**Dr. Wani, Frogger, Dr. Wani, Frogger**—Unlock Scene 06 image  
**Berry, Berry, Berry, Dr. Wani**—Unlock Scene 14 image  
**Dr. Wani, Dr. Wani, Dr. Wani, Dr. Wani**—Unlock Art Gallery 01 photo  
**Lumpy, Frogger, Berry, Lily**—Unlock Art Gallery 02 photo  
**Dr. Wani, Frogger, Lily, Finnius**—Unlock Art Gallery 03 photo  
**Berry, Frogger, Lumpy, Berry**—Receive letter from **WHCinc**  
**Finnius, Lumpy, Lily, Dr. Wani**—Receive letter from **Dr. Wani**  
**Lumpy, Frogger, Frogger, Lumpy**—Receive letter from **OpArt**

Frogger, Dr. Wani, Berry, Lumpy—Receive letter from secret admirer

#### FULL SPECTRUM WARRIOR: TEN HAMMERS

Unlock All Multiplayer Co-op Levels

Choose "Bonus Materials" from the main menu, then select "Cheats" and enter the code "FULLSPECTRUMPNAGE". All of the co-op multiplayer levels will now be unlocked.

#### FUTURE TACTICS: THE UPRISING

Cheat Codes

Enter any of the following codes at the title screen; you'll hear a confirmation sound each time you enter a code correctly. The codes can also be entered at the main menu or at almost any time during gameplay.

Raise your character to Level 20 with a fully-upgraded weapon—Left Trigger, Left Trigger, Right Trigger, Up, Up, Down, Left (Note: You won't see the effects of this code until you begin your next turn)

Unlimited turns and movement—Up, Up, Down, Down, Left, Right, Left, Left, Right Trigger, Left Trigger

Big heads—Up, Left, Down, Left, Down, Up, Up, Left

Low gravity—Up, Up, Up, Up, Up, Up, Down, Right, Up

Disco mode—Left Trigger, Left, Left Trigger, Left, Right Trigger, Right, Right Trigger, Right

#### THE GODFATHER: THE GAME

Cheat Codes

At any time during gameplay, press the **START** button to pause the game, then enter any of the following cheat codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

Earn \$5,000—X, Y, X, Y, Left Thumbstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, X, Left Thumbstick. You'll hear a sound to confirm that the movies have been unlocked.

#### GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

#### GUNMETAL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.

#### HITMAN: CONTRACTS

Mission Select

At the main menu, press X, Y, B, Left, Up, Right, L, R to access a special screen that lets you choose any mission in the game.

Complete Current Mission

At any time during the game (not while paused), press R, L, Up, Down, A, Left Thumbstick, B, A, B, A to complete the current mission with a Silent Assassin rating.

#### ICE AGE 2: THE MELTDOWN

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes at the pause menu:

Level select—Up, Right, Right, Left, Right, Right, Down, Down

Infinite health—Up, Right, Down, Up, Left, Down, Right, Left

Infinite energy—Down, Left, Right, Down, Down, Right, Left, Down

Infinite pebbles—Down, Down, Left, Up, Up, Right, Up, Down

Unlock all Bonuses—Down, Left, Up, Down, Down, Left, Right, Right

#### THE INCREDIBLE HULK ULTIMATE DESTRUCTION

Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

R E T R O—Play the game in black & white

H I S T O R Y—Play the game in sepia

S M A S H 5—Smash Point Bonus—5,000

S M A S H 1 0—Smash Point Bonus—10,000

S M A S H 1 5—Smash Point Bonus—15,000

B R I N G I T—Doubles the value of all health collectibles

C A B B I E S—All ambient vehicles are taxis

O C A N A D A—Character: Canadian Flag Shorts

A U S S I E—Character: Australian Flag Shorts

A M E R I C A—Character: American Flag Shorts

F S H N C H P—Character: UK Flag Shorts

D R A P E P A U—Character: French Flag Shorts

D E U T S C H—Character: German Flag Shorts

M U T A N D A—Character: Italian Flag Shorts

B A N D E R A—Character: Spanish Flag Shorts

F U R A G G U—Character: Japanese Flag Shorts

The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.

D E S T R O Y—Doubles Hulk's damage values

F R O G G I E—Doubles the speed of traffic and makes it more aggressive

P I L L O W S—Low gravity

C H Z G U N—Replaces all missiles in the Badlands with cows

T R A N S I T—Replace all traffic with buses

K I N G K N G—Replaces all lamppost props with inflatable gorillas

S U I F F I T—Character: Joe Fixit

C L A S S I C—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)

V I L L A I N—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)

There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

#### THE INCREDIBLES

Cheat Codes

At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.

U U D L R L R B A S—Refill health meter

S M A R T B O M B—Kill everything within range of Mr. Incredible

S H O W T I M E—Refill Mr. Incredible's Incredimeter

F L E X I B L E—Refill Mrs. Incredible's Incredimeter

M C T R A V I S—Infinite Incredimeter for a limited time

K R O N O S—Double damage/blur effect

T H E D U D E A B I D E S—Take less damage for a limited time

G A Z E R B E A M—Temporary eye beam power

S A S S M O D E—Speed up gameplay

B W T H E M O V I E—Slow down gameplay

E I N S T E I N I U M—Big heads

D E E V O L V E—Tiny heads

A T H L E T E S F O O T—Mr. Incredible's feet leave a blazing trail

I N V E R T C A M E R A Y—Invert left/right camera controls

I N V E R T C A M E R A X—Invert up/down camera controls

B H U D—Enable/disable interface graphics

#### THE INCREDIBLES: RISE OF THE UNDERMINER

Cheat Passwords

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter the following passwords:

L E V E L L O C K S M I T H—Unlock all missions

S H O W M E—Unlock all Gallery items

M R I P R O F—Earn 1,000 XP for Mr. Incredible

F R O Z O R O F—Earn 1,000 XP for Frozone

M R I M A S T E R—Maximum level and all upgrades for Mr. Incredible

F R O Z M A S T E R—Maximum level and all upgrades for Frozone

M R I B O O M—Earn one Super Move for Mr. Incredible

F R O Z B O O M—Earn one Super Move for Frozone

W H Y M U S S T W E F I G H T—Infinite Super Moves

T H I S I S T O O E A S Y—Enemies inflict more damage

T H I S I S T O O H A R D—Enemies inflict less damage

E G O P R O B L E M—Big heads

H E A D R O O M—Tiny heads

I N A H U R R Y—Speed up gameplay

M A X I M I L L I O N—Earn double XP

R O L L C A L L—Show credits

S H A M E L E S S—Show Heavy Iron Studios logo video

#### JAWS: UNLEASHED

Cheat Codes

When starting a new game, enter one of the following passwords as your profile name to unlock the corresponding cheat:

S H A A R K—Unlock all levels

B L O O O O D—Earn 1,000,000 Ability points

#### KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

T 1 4 5 5 8 0 3—Mega cheat

6 1 9 5 5 4 1 4 1—All boards

3 2 8 5 5 4 4 9 7—All levels

9 4 9 5 5 6 7 9—All surfers

7 0 2 5 5 2 9 1 8—All suits

6 2 6 5 5 6 0 4 3—All tricks

2 1 2 5 5 5 1 7 6—Max stats

2 1 3 5 5 5 7 2 1—Perfect balance

2 1 7 5 5 0 2 1 7—High jumps

8 7 7 5 5 3 8 2 5—1st-person view

8 1 8 5 5 5 1 4 4—Trippy graphics

#### LEGO STAR WARS II: THE ORIGINAL TRILOGY

Cheat Codes

At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords:

Y T D 3 1 8—Unlock Imperial Shuttle for purchase

B A C H 1 9—Unlock TIE Bomber for purchase

P P L 4 4 2—Unlock TIE Fighter (Darth Vader) for purchase

Q Y A 8 2 8—Unlock TIE Interceptor for purchase

B A C H 7 3 9—Unlock TIE Fighter for purchase

K S Y 7 9 2—Unlock 4-LOM for purchase

Q A T 3 3 1—Unlock Dengar for purchase

N V Y 5 8 3—Unlock Bossk for purchase

N X L 9 7 3—Unlock IG-88 for purchase

Y O D 4 7 6—Unlock Yoda (Ghost) for purchase

S Y K 6 6 7—Unlock Anakin Skywalker (Ghost) for purchase

B E N 9 1 7—Unlock Ben Kenobi (Ghost) for purchase

N F X 5 8 2—Unlock Gonk Droid for purchase

V F R 8 0 0—Unlock Admiral Ackbar for purchase

H Y 3 8 2—Unlock The Emperor for purchase

M M M 1 1 1—Unlock Imperial Guard for purchase

T T T 2 8 9—Unlock Ewok for purchase

H L P 2 2 1—Unlock Boba Fett for purchase

G B U 8 8 8—Unlock Skiff Guard for purchase

S G E 5 4 9—Unlock Palace Guard for purchase

W T Y 7 2 1—Unlock Boba Fett for purchase

Y Z F 9 9 9—Unlock Gamorrean Guard for purchase

B V X 8 7 2—Unlock Princess Leia (Prisoner) for purchase

V H Y 8 3 2—Unlock Bespin Guard for purchase

W G N 6 9 4—Unlock Uognaught for purchase

U U B 3 1 9—Unlock Lobot for purchase

H U F 7 2 9—Unlock Luke Skywalker (Hoth) for purchase

N Y U 9 8 9—Unlock Snowtrooper for purchase

C Y G 3 3 6—Unlock Rebel Pilot for purchase

E K U 8 4 9—Unlock Rebel Trooper (Hoth) for purchase

Y Z W 8 4 0—Unlock Han Solo (Hood) for purchase

U C K 6 8 6—Unlock Beach Trooper for purchase

C V T 1 2 5—Unlock Imperial Spy for purchase

N A H 1 1 8—Unlock Greedo for purchase

Y D V 4 5 1—Unlock Sandtrooper for purchase

J A W 4 9 9—Unlock Jawa for purchase

P E J 8 2 1—Unlock Tusken Raider for purchase

V A P 6 6 4—Unlock Imperial Shuttle Pilot for purchase

P T R 3 4 5—Unlock Stormtrooper for purchase

#### MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes

At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following

codes. You must enter the codes quickly or they may not register. A message will appear in the corner of the screen to confirm each code:

Invincibility—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y

Unlimited ammunition—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X

Double damage—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y

One-hit kills—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A

Auto focus—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A

Big head—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B

Floating camera—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

#### MADDEN NFL 07

Unlock Madden Cards

Choose "My Madden" from the main menu, then select "Madden Cards" and access the "Madden Codes" entry screen to enter the following codes. Note that all the letters in the codes must be capitalized.

H L E D R 9—#1 Rex Grossman (Gold)

4 4 I A D I—#2 Olin Kreutz (Gold)

M O E S W O—#3 Tommie Harris (Gold)

G O H H L A—#4 Brian Urlacher (Gold)

X 6 E Y I A—#5 Lance Briggs (Gold)

P R 2 A C H—#6 Nathan Vasher (Gold)

8 I A S P O—#7 Carson Palmer (Gold)

H L E B 7 T—#8 Rudin Johnson (Gold)

P R L 6 J I—#9 Chad Johnson (Gold)

B I 5 J L 1—#10 T.J. Houshmandzadeh (Gold)

C R L E Z T—#11 David Polland (Gold)

9 R L E Q I—#12 Odell Thurman (Gold)

W L U B L 7—#13 Deltha O'Neal (Gold)

T I 6 S O U—#14 Willis McGahee (Gold)

F R L 8 Z L—#15 London Fletcher (Gold)

B 8 T L U C H—#16 Takeo Spikes (Gold)

1 O E K O A—#17 Nate Clements (Gold)

Y 8 3 G I U—#18 Jake Plummer (Gold)

Z 7 A W L A—#19 Tatatum Bell (Gold)

H L A N 4 U—#20 Al Wilson (Gold)

C H 7 A T H—#21 Champ Bailey (Gold)

Z 0 9 D L E—#22 John Lynch (Gold)

G L E 6 1 B—#23 Charlie Frye (Gold)

R O A 6 R O—#24 Reuben Droughns (Gold)

D R 2 E S O—#25 Braylon Edwards (Gold)

W R O U 1 S—#26 Andra Davis (Gold)

M O A S 9 L—#27 Carnell Williams (Gold)

S W 8 6 N L—#28 Joey Galloway (Gold)

T L 6 T R O—#29 Simeon Rice (Gold)

F R 2 U P R—#30 Derrick Brooks (Gold)

P L U 4 O E—#31 Ronde Barber (Gold)

P 8 A P R L—#32 Kurt Warner (Gold)

M I U 7 R L—#33 Anquan Boldin (Gold)

P L A 2 I E—#34 Larry Fitzgerald (Gold)

S W L U C 3—#35 Bertrand Berry (Gold)

S T 5 E Y I—#36 Ladainian Tomlinson (Gold)

H O E Z G 4—#37 Keenan McCardell (Gold)

H 8 A S W I—#38 Antonio Gates (Gold)

F 3 I 3 E R—#39 Shawne Merriman (Gold)

R L E S 4 L—#40 Trent Green (Gold)

M L G T H O—#41 Larry Johnson (Gold)

D O U 3 4 O—#42 Tony Gonzalez (Gold)

S O 8 H I A—#43 Willie Roaf (Gold)



H O U B 4 U—#78 Michael Strahan (Gold)  
 F L E D 5 A—#79 Osi Umenyiora (Gold)  
 8 H I U Y 2—#80 Byron Leftwich (Gold)  
 K 3 U B O A—#81 Fred Taylor (Gold)  
 D 3 S 6 A T R—#82 John Henderson (Gold)  
 X L 5 B 2 L—#83 Marcus Stroud (Gold)  
 T R L U T 9—#84 Rashean Mathis (Gold)  
 C O 6 G O 0—#85 Curtis Martin (Gold)  
 9 R O U P 7—#86 Laveranues Coles (Gold)  
 C O A 3 1 E—#87 Justin McCairens (Gold)  
 W U O U O U—#88 Jonathan Vilma (Gold)  
 Z O I 2 I E—#89 Kevin Jones (Gold)  
 9 O 1 Y I A—#90 Roy Williams (Gold)  
 S 9 L A G 8—#91 Kalimba Edwards (Gold)  
 4 H 1 U W R—#92 Shaun Rogers (Gold)  
 F R L E T 5—#93 Brett Favre (Gold)  
 F O 3 T R O—#94 Samkon Gado (Gold)  
 K 0 U S L U—#95 Nick Barnett (Gold)  
 K O O E Z 1—#96 Donald Driver (Gold)  
 V I M O I 5—#97 Jake Delhomme (Gold)  
 S W M 3 E X I—#98 DeShaun Foster (Gold)  
 I P I A F 8—#99 Steve Smith (Gold)  
 J 8 U T 5 E—#100 Mike Wahle (Gold)  
 B 5 G E W I—#101 Julius Peppers (Gold)  
 C H O A O L—#102 Chris Gamble (Gold)  
 8 R O U T H—#103 Tom Brady (Gold)  
 2 I U S O A—#104 Corey Dillon (Gold)  
 Y O U S I U U—#105 Deion Branch (Gold)  
 C R O 2 J O—#106 Richard Seymour (Gold)  
 M 9 A C L 2—#107 Tedy Bruschi (Gold)  
 H I 2 V O E—#108 Rodney Harrison (Gold)  
 G O O E 9 O—#109 LaMont Jordan (Gold)  
 S O E P O 2—#110 Jerry Porter (Gold)  
 2 I U S I A—#111 Randy Moss (Gold)  
 2 O U W 7 U—#112 Derrick Burgess (Gold)  
 9 1 L C O A—#113 Marc Bulger (Gold)  
 9 0 O A S W—#114 Steven Jackson (Gold)  
 D 6 A B 3 A—#115 Torry Holt (Gold)  
 P R O U T L—#116 Isaac Bruce (Gold)  
 F I U R 9 L—#117 Orlando Pace (Gold)  
 B I A D 8 L—#118 Jonathan Ogden (Gold)  
 J 2 E G I E—#119 Terrell Suggs (Gold)  
 C I U K 3 0—#120 Ray Lewis (Gold)  
 S 2 U P H O—#121 Chris McAlister (Gold)  
 6 E 1 L A—#122 Ed Reed (Gold)  
 T I A S T 1—#123 Clinton Portis (Gold)  
 J 1 4 2 P—#124 Santana Moss (Gold)  
 P R L 2 2 T—#125 Chris Cooley (Gold)  
 G 5 U R I U—#126 Chris Samuels (Gold)  
 T H L E 5 L—#127 Deuce McAllister (Gold)  
 H 4 U G I U—#128 Donte Stallworth (Gold)  
 9 L E X L U—#129 Joe Horn (Gold)  
 F O U D 8 A—#130 Dwight Smith (Gold)  
 T R 6 A F 5—#131 Matt Hasselbeck (Gold)  
 8 H S U C R—#132 Sean Alexander (Gold)  
 R O U 3 A E—#133 Jerramy Stevens (Gold)  
 7 W 1 A Z L—#134 Walter Jones (Gold)  
 S I U R 4 L—#135 Loft Tatupu (Gold)  
 4 L A X L 8—#136 Michael Boulware (Gold)  
 F 6 I A Z 1—#137 Ben Roethlisberger (Gold)  
 8 R L A B L—#138 Willie Parker (Gold)  
 X I A O L U—#139 Hines Ward (Gold)  
 S T L E 3 3—#140 Heath Miller (Gold)  
 P R L 2 S W—#141 Alan Faneca (Gold)  
 3 P O U T R—#142 Troy Polamalu (Gold)  
 Y I L V O 2—#143 David Carr (Gold)  
 9 T L 7 S W—#144 Domanick Davis (Gold)  
 Q I E C H 0—#145 Andre Johnson (Gold)  
 T H L A 6 O—#146 Dunta Robinson (Gold)  
 9 I E 7 L A—#147 Drew Bennett (Gold)  
 Y I A 4 R L—#148 Chris Brown (Gold)  
 S P I A 7 9—#149 Brandon Jones (Gold)  
 T I A M L E—#150 Kyle Vanee Bosch (Gold)  
 C L U C H 6—#151 Keith Bullock (Gold)  
 S R I U S T—#152 Travis Taylor (Gold)  
 N L A 2 O U—#153 Jermaine Wiggins (Gold)  
 B O E P 8 L—#154 Antoine Winfield (Gold)  
 2 S I U P R—#155 Darren Sharper (Gold)  
 V O U S P 4—#156 Lovie Smith (Gold)  
 S I A B 3 U—#157 Marvin Lewis (Gold)  
 9 L 2 D R 0—#158 Dic Jauron (Gold)  
 S P 5 E S I—#159 Mike Shanahan (Gold)  
 V L 1 2 I A—#160 Romeo Crennel (Gold)  
 8 O E T R O—#161 Jon Gruden (Gold)  
 7 H 8 A D I—#162 Dennis Green (Gold)  
 2 R I U C I—#163 Marty Schottenheimer (Gold)  
 S P I A 9 L—#164 Herm Edwards (Gold)  
 5 3 I U S T—#165 Tony Dungy (Gold)  
 T I E X L C—#166 Dallas Coach (Gold)  
 B R O U 6 P—#167 Nick Saban (Gold)  
 8 H L 7 T R—#168 Andy Reid (Gold)  
 2 H I A P 0—#169 Jim Mora Jr. (Gold)  
 C H O 3 C I—#170 Mike Nolan (Gold)  
 W R L E C 3—#171 Tom Coughlin (Gold)  
 D R 6 9 F R—#172 Jack Del Rio (Gold)  
 V 6 U S T—#173 Eric Mangini (Gold)  
 S 2 I 9 D I—#174 Rod Marinelli (Gold)  
 3 L E S I E—#175 Mike McCarthy (Gold)  
 V L 6 Q I U—#176 John Fox (Gold)  
 W O A 7 P L—#177 New England Patriots Coach (Gold)  
 S T L 1 V O—#178 Art Shell (Gold)  
 5 O U W 1 E—#179 Scott Linehan (Gold)  
 J O A X 3 2—#180 Brian Billick (Gold)  
 6 P 1 S I—#181 Joe Gibbs (Gold)

C 9 L U V I—#182 Sean Payton (Gold)  
 H I U W L 0—#183 Mike Holmgren (Gold)  
 3 T L 2 Q L—#184 Bill Cowher (Gold)  
 C H I E 0 H—#185 Gary Kubiak (Gold)  
 0 L A K L U—#186 Jeff Fisher (Gold)  
 3 0 O U T I—#187 Brad Childress (Gold)  
 Z O A Z 4 A—#188 1st & 15 (Gold)  
 T 9 O F 7 L—#189 1st & 5 (Gold)  
 Y I E 4 W 8—#190 Unforced Errors (Gold)  
 4 L W 8 W 0—#191 Extra Credit (Gold)  
 J L E T 8 4—#192 Tight Fit (Gold)  
 K I 2 V O U—#193 5th Down (Gold)  
 S I E 4 H O—#194 3rd Down (Gold)  
 T R 3 A Q O—#195 Human Plow (Gold)  
 J O U C O 6—#196 Super Dive (Gold)  
 T R I A Z 7—#197 Da Boot (Gold)  
 9 L A S L U—#198 Da Bomb (Gold)  
 5 L W O O 0—#199 Lame Duck (Gold)  
 X L 7 S P 1—#200 Mistake Free (Gold)  
 0 L A 3 I A—#201 Fumbilits (Gold)  
 9 R O 7 Z L—#202 BINGO! (Gold)  
 T O U B I S—#203 Mr. Mobility (Gold)  
 0 O U S L U—#204 Touchy (Gold)  
 4 L E N L E—#205 Bad Spot (Gold)  
 D L 4 T R L—#206 Toast (Gold)  
 9 O A F R 9—#207 Jam (Gold)  
 F 7 E S W I—#208 Pocket Protectors (Gold)  
 S I Z G O A—#209 Penetration (Gold)  
 W R O A O R—#210 QB On Target (Gold)  
 S I U F 2 3—#211 Coffin Corner (Gold)  
 T L A X L 4—#212 Wind Gust (Gold)  
 H O 4 T H O—#213 Hands of Glue (Gold)  
 T H O 1 P H—#214 Hands of Stone (Gold)  
 B 2 A F L E—#215 Couch Potato (Gold)  
 4 I E J L E—#216 Time Out (Gold)  
 6 R L A T O—#218 Worker's Comp (Gold)  
 H O U B R 3—#219 Passerby (Gold)  
 R L A 9 R 7—#220 Super Bowl XLII (Gold)  
 W R L U F 8—#221 Super Bowl XLII (Gold)  
 M I E V A 4—#222 Super Bowl XLIII (Gold)  
 M 5 A B 7 L—#223 Super Bowl XLIV (Gold)  
 Y I B 8 U 8—#224 Aloha Stadium (Gold)  
 B 5 7 Q L—#225 '58 Coats (Gold)  
 1 P L 1 F L—#226 '66 Packers (Gold)  
 M I E 6 W O—#227 '68 Jets (Gold)  
 C L 2 T O E—#228 '70 Browns (Gold)  
 N O E B 7 U—#229 '72 Dolphins (Gold)  
 Y O O F L A—#230 '74 Steelers (Gold)  
 M O A 1 1 I—#231 '76 Raiders (Gold)  
 C 8 U M 7 U—#232 '77 Broncos (Gold)  
 V I U O O 7—#233 '78 Dolphins (Gold)  
 N L A P H 3—#234 '80 Raiders (Gold)  
 C O A G I 4—#235 '81 Chargers (Gold)  
 W L B R 8 I—#236 '82 Redskins (Gold)  
 H O E W 7 I—#237 '83 Raiders (Gold)  
 M 1 A M 1 E—#238 '84 Dolphins (Gold)  
 Q O E T O 8—#239 '85 Bears (Gold)  
 Z I B 8 S L—#240 '86 Giants (Gold)  
 S P 2 A 8 H—#241 '88 49ers (Gold)  
 2 L 4 T R O—#242 '90 Eagles (Gold)  
 J I E T R I—#243 '91 Lions (Gold)  
 W 9 U V I 9—#244 '92 Cowboys (Gold)  
 D L A 3 I 7—#245 '93 Bills (Gold)  
 D R 7 E S T—#246 '94 49ers (Gold)  
 F 8 L U S T—#247 '96 Packers (Gold)  
 F I E S 9 N—#248 '98 Broncos (Gold)  
 S 9 O U S W—#249 '99 Rams (Gold)  
 B 1 O U P H—#250 Bears Pump Up the Crowd (Gold)  
 D R L 2 S W—#251 Bengals Cheerleader (Gold)  
 1 P L U Y O—#252 Bills Cheerleader (Gold)  
 3 R O U J O—#253 Broncos Cheerleader (Gold)  
 T I U T O A—#254 Browns Pump Up the Crowd (Gold)  
 S 9 E W R I—#255 Buccaneers Cheerleader (Gold)  
 S 7 I E P I—#256 Cardinals Cheerleader (Gold)  
 F 7 U H L 8—#257 Chargers Cheerleader (Gold)  
 P R I 5 S L—#258 Chiefs Cheerleader (Gold)  
 1 R 5 A M I—#259 Colts Cheerleader (Gold)  
 Z 2 A C H L—#260 Cowboys Cheerleader (Gold)  
 C 5 A H L E—#261 Dolphins Cheerleader (Gold)  
 P O T D R O—#262 Eagles Cheerleader (Gold)  
 3 7 U S P O—#263 Falcons Cheerleader (Gold)  
 K L C O R L—#264 49ers Cheerleader (Gold)  
 C 4 U S P I—#265 Giants Pump Up the Crowd (Gold)  
 M I E H 7 E—#266 Jaguars Cheerleader (Gold)  
 C 0 L U X W I—#267 Jets Pump Up the Crowd (Gold)  
 3 L A B L U—#268 Lions Pump Up the Crowd (Gold)  
 4 H 0 T V O—#269 Packers Pump Up the Crowd (Gold)  
 F 2 I A S P—#270 Panthers Cheerleader (Gold)  
 F 3 O 1 T R—#271 Patriots Cheerleader (Gold)  
 7 O 5 X L E—#272 Raiders Cheerleader (Gold)  
 2 I U 4 L E—#273 Rams Cheerleader (Gold)  
 P 7 L E C 1—#274 Ravens Cheerleader (Gold)  
 6 8 U R L E—#275 Redskins Cheerleader (Gold)  
 F O I E T R—#276 Saints Cheerleader (Gold)  
 S T 2 U J I—#278 Steelers Cheerleader (Gold)  
 J O U Z 3 A—#279 Titans Cheerleader (Gold)  
 B 2 L S I—#280 Texans Cheerleader (Gold)

Z I E B R 9—#281 Vikings Cheerleader (Gold)  
 P R O 0 P H—#282 All AFC Team (Gold)  
 R L A T H 7—#283 All NFC Team (Gold)

#### MAGIC: THE GATHERING—BATTLEGROUNDS

*Unlock All Characters*

Select "Arcade Duel" from the main menu. When the character select screen appears, press Left Trigger + Right Trigger simultaneously, then press Down, Up, X, White, Up, X, Black, Up, X, then Left Trigger + Right Trigger simultaneously. All of the duelists will now be available in Arcade, VS and Practice Dual modes.

*Unlock All Quests*

Select "Quest" from the main menu. When the quest select screen appears, press Left Trigger + Right Trigger simultaneously, then press Down, Up, Left Thumbstick, White, Up, Right, Left, Down, Left Trigger + Right Trigger. You will hear a confirmation sound when you enter the code correctly and all quests will be unlocked.

*Hidden Level*

At the Arena Select screen, press Left Trigger + Right Trigger simultaneously, then press Left, Up, X, Up, Right, Y, Left Trigger + Right Trigger. You'll be instantly transported to an extra arena which is not normally selectable through the menu.

#### MARC ECKO'S GETTING UP CONTENTS UNDER PRESSURE

*Cheat Passwords*

At the "Game Information" screen, choose "Options," then select "Codes" and enter any of the following passwords:

B A B Y L O N T R U S T—Max. health meter

V A N C E D A L L I S T E R—Max. skills meter

M A R C U S E C K O S—Infinite health

F L I P T H E S C R I P T—Infinite skillz

I P U L A T O R—Unlock all levels

D E X T E R C R O W L E Y—Unlock all movies

S I R U L L Y—Unlock all concept art

D O G T A G S—Unlock all combat upgrades

S H A R D S O F G L A S S—Unlock all Black Book graffiti and truth pieces

W O R K B I T C H E S—Unlock all Beat Down arenas

S T A T E Y O U R N A M E—Unlock all Beat Down characters

G R A N D M A C E L I A—Unlock all iPod songs

N I N E S I X—Unlock all legends

#### MARVEL NEMESIS: RISE OF THE IMPERFECTS

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.

S A V A G E L A N D—Unlock all *Fantastic Four* comics

N Z O N E—Unlock all *Tomorrow People* comics

T H E H A N D—Unlock Elektra bonus swimsuit card

R E I K O—Unlock Solara bonus swimsuit card

M O N R O E—Unlock Storm bonus swimsuit card

C H R I S C H U N G—Unlock all One-, Two- and Three-Star Sponsor items, unlock first, second and third Alumni Facilities

F E D E R I C O R A H A L—Unlock all One-, Two-, Three- and Four-Star Sponsor items, unlock all Alumni Facilities

D E E J A Y R A N D A L—Unlock all Sponsor items and all Alumni Facilities

*Special Players*

Choose "Creation Zone" from the main menu, then select the "Create-A-Player" option. Next, enter any of the following names in their respective First Name and Last Name fields. You will then need to draft the created players to your team from the "Trade Players" option in the "Manage Rosters" menu in order to play them; look for the created player in the "Extra" section.

K I L D K W A N—Small player with easily broken bat

N E A L E G E N E R E U X—Large player with easily broken bat

C H R I S D E A S—Large player with large bat, hits the ball extremely hard

S I M O N U N G E R—Player with large bat, hits the ball extremely hard

A L A N B L O U N—Small player with large bat, hits the ball extremely hard

T R A C E Y G A R B U T—Small player with large bat, hits the ball extremely hard

T I M R E G E L—Player with large bat, hits the ball extremely hard

*NASCAR 07*

*Cheat Codes*

Enter any of the following case-sensitive names as your driver's first and last name in *Fight* to the *Top* mode to activate the corresponding cheat:









# Game Boy Advance tips

## ACE COMBAT ADVANCE

### >Password

Q F 9 B 9 F 5 9—Unlock every mission and plane with an S-rank on all missions

## BATMAN BEGINS

### Cheat Codes

At any time during the game, press **START** to pause, then enter the following codes at the Pause menu:

Enemies can't hit you—**Up, Up, Down, Down, Left, Right, Left, Right**

Super jump—**L, R, L, R, Up, Up, Down, Down**

Super speed—**Right, Right, Right, Left, Left, Left, Down, Down**

Remove interface graphics from the screen—**Up, Down, Up, Down, Up, Down, L, R**

## CRASH BANDICOOT PURPLE: RIPTO'S RAMPAGE

### Secret Codes

At the Story Mode/Party Mode/Trading/Credits menu, press **L + R** to access the cheat code entry screen and enter any of the following codes. Note: The "wumpa fruits" codes can only be used once in each saved game.

C R 4 S H—100 wumpa fruits

G 3 C K 0—200 wumpa fruits

C O F F 3 3—500 wumpa fruits

W H 1 S T L 3—“Mayan Jungle” card

P H O N 3 T 4 G—“Sewers” card

K 1 L L 4 Z—Toss grenades with the **R** button

S S W 1 N G S 3 T—Play “Spyro Party USA” mini-game

C V T Z—View all cutscenes

C R 3 D 1 T 5—View the credits

C 4 M 0—Green pants

S T 4 C Y—Black pants

R 0 B G—Orange pants

W V M P F 0 R 0 T—Purple graphics

L 4 M P P O S T—Orange graphics

P R 3 S 3 N T Z—Black & white graphics

Spyro Party USA Mini-Game

Hold **L + R** when turning on your Game Boy Advance with *Crash Purple* inside. Instead of *Crash Purple*, the “Spyro Party USA” mini-game will appear.

## DOUBLE DRAGON ADVANCE

### Cheat Codes

Choose “Options” from the main menu and enter the following codes at the Options screen: Unlock sound test—Hold the **SELECT** button and press **R, L, R**

Unlock “Expert” difficulty setting—Hold the **SELECT** button and press **Up, Up, Down, Down, Left, Right, Left, Right**

Allow up to 10 credits—Hold the **SELECT** button and press **L, R, Down, L, R, Down, L, R, Right**

## DRAGON BALL Z: THE LEGACY OF GOKU

### Invincibility

During the introductory video scene that appears before the game’s title screen, press **Up, Down, Left, Right, B, A**; you’ll hear a chime to confirm the code. Now Goku’s health meter will not be depleted when he is attacked.

## EXTREME GHOSTBUSTERS

### Passwords

H G B N L 1 4 V J—The Big Building: The Hall  
5 P M D T F / K 2—The Big Building: The Corridor

2 1 Q S R 9 J T S—The Big Building: The Offices

8 G 2 0 S 6 S C—The Big Building: Boss

3 0 J 8 2 B M B—The Cemetery: Racing 2

B N K N 3 4 S M W—The Cemetery: The Main Aisle

V 8 J N N V G L C—The Cemetery: The Crypt

M D \* X N 7 K T J—The Cemetery: Closer to the Underworld

V D \* P J K F T S—The Broadway Star Theatre: Racing 3

M D Z 9 K K / T 8—The Broadway Star Theatre: In The Wings

M D 2 T K 4 X T K—The Broadway Star Theatre: Ethereal Ball

W S 0 P J 6 L T C—The Broadway Star Theatre: On Stage

V S 3 1 J L 9 T W—The Broadway Star Theatre: Boss

L D K 9 K 6 H T C—The Botanical Museum: Racing 4

W S J P J L Z T V—The Botanical Museum: Don’t Forget the Guide

W S F K P 6 W T 3—The Botanical Museum: Carnivorous and Hungry

M S 2 9 P 7 J T W—The Botanical Museum: The Final Confrontation

V S F P P M H T 8—The Botanical Museum: Boss

## FINDING NEMO

### Cheat Password

M 6 H M—Unlock all levels and gallery pictures

## GRADIUS GALAXIES

### Power-Up

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

### Self-Destruct

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups...but it will self-destruct after a few seconds.

## GRAND THEFT AUTO

### Stage Select

At the main menu, press **Left, Right, Up, Down, L, R** (you’ll hear a chime), then hold the **START** button and press **A**. A new “Pick Level” option will appear at the bottom of the main menu. After entering this code, you can also press **B** at the main menu to view the game’s credits.

### Cheat Codes

At any time during the game, hold **A + B** and press **START**; you’ll hear a signal and the words “Cheat Mode On” will appear on the screen, and your character’s coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused): Left, Right, Up, Down, B, Max. health Left, Right, Up, Down, A, L—Max. armor Left, Right, Up, Down, A, A—All weapons Left, Right, Up, Down, L, L—Earn \$15,000 Left, Right, Up, Down, R, A—“Wanted” level +1 Left, Right, Up, Down, A, R—“Wanted” level -1 Left, Right, Up, Down, R, R—Toggle max. “Wanted” level/zero “Wanted” level

## GUNDAM SEED: BATTLE ASSAULT

### Password

W L J K 7 S D 0 S—Unlock all Mobile Suits and Very Hard difficulty setting

## ICE AGE

### Passwords

M F K R P H—Art Gallery

M T T Q B B—Unlock all levels

## THE INCREDIBLE HULK

### Level Skip

Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left** to skip the current level.

## THE INCREDIBLES

### Cheat Passwords

9 6 K R—Invincibility, infinite Incred-Meter, attacks cause more damage

6 9 D 0—Infinite lives

Z Y Q 8—Unlock level select option at the main menu (press **L** or **R** to change your starting level)

F G 6 Y—Mr. Incredible always wears his red costume

### Passwords

M S W 5—Level 1-1-1

B K 8 V L—Level 1-1-2

6 9 N 0—Level 1-2-1

G F V Y—Level 1-3-1

V 3 4 K—Level 1-3-2

9 4 H R—Level 2-1-1

Z W L G—Level 2-1-2

S P ?—Level 2-1-3

K D Y 3—Level 2-2-1

Y 2 T F—Level 2-3-1

6 1 2 N—Level 2-3-2

B H B V—Level 2-3-3

M Q R 5—Level 2-4-1

3 Y T K—Level 2-4-2

? 6 D S—Level 2-4-3

6 ? S R—Level 2-5-2

S N J 5—Level 2-5-3

M N W 9—Level 3-1-1

B F 8 Z—Level 3-2-1

6 5 N S—Level 3-2-2

M S 2 9 K—Level 3-2-3

K G T Y—Level 3-2-4

S D R 6—Level 3-3-1

Z 3 Z B—Level 3-4-1

9 7 5 M—Level 3-5-1

F C 7 3—Level 3-5-2

N L 2 ?—Level 3-5-3

V X B G—Level 3-6-1

Y W K J—Level 3-6-2

G J Q Z—Level 3-6-3

K H P 2—Level 3-7-1

3 1 3 K—Level 3-7-2

? ! J T—Level 4-1-1

M L 1 7—Level 4-2-1

Y X F C—Level 4-3-1

G H V 1—Level 4-4-1

V W W 4 C—Level 4-5-1

Y X ! F—Level 4-6-1

B 0 5 0 4 6—Unlock Dancing Girl in the corner of the Mos Eisley cantina

8 2 4 3 4—View Mos Eisley Spaceport cutscene

4 0 2 1 4—View Obi-Wan’s House cutscene

1 3 1 9 7—View Mos Eisley Cantina cutscene

2 7 0 0 0—View Alderaan cutscene

1 1 9 1 1—View Trash Compactor cutscene

8 0 5 0 0—View Death Star Hanger cutscene

5 2 5 7 7—View Death Star cutscene

4 2 3 5 2—View Wampa Cave cutscene

8 9 9 1 0—View Millenium Falcon cutscene

5 0 2 5 0—View The Dark Cave cutscene

0 8 4 3 3—View Carbonite Chamber cutscene

6 1 8 0 6—View Sensor Balcony cutscene

0 6 8 8 1—View Yoda’s Hut cutscene

3 1 2 9 9—View Ewok Village cutscene

5 2 5 8 3—View Death Star 2 cutscene

2 0 8 7 6—View Emperor’s Lair cutscene

5 1 9 9 9—View Death Star Subsector 1 cutscene

0 1 1 3 8—View Ewok Village end cutscene

## LIL & STITCH

### 99 Lives

Highlight “Start Game” at the main menu, hold **R + SELECT** and press **A** to begin the game with 99 lives.

### Passwords

Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO—Level 1: Kuai

UFO, Ray Gun, Stitch, Stitch, UFO, UFO—Level 2: Lilo 1

Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO—Level 3: Space 1

UFO, Pineapple, Stitch, Stitch, Stitch, UFO—Level 4: Junkyard

Stitch, Ray Gun, UFO, UFO, UFO, UFO, Stitch—Level 5: Lilo 2

UFO, Ray Gun, UFO, Stitch, UFO, UFO, Stitch—Level 6: Space 2

Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch—Level 7: Trains

## THE LORD OF THE RINGS

### THE FELLOWSHIP OF THE RING

#### Duplicate Items

Drop an item on the floor and see the game. Reload the game and go to where you dropped the item. Now there are two. Repeat this as often as you like.

## THE LORD OF THE RINGS

### THE RETURN OF THE KING

#### GBA-GC Connectivity Unlocks

When you link up to the GameCube version of *Lord of the Rings: The Return of the King*, you automatically unlock Sam as well as Ancient Artifacts. Sam can only be used in multiplayer or on the bonus maps.

#### Increase Damage Stat

First use a character that can equip a two-handed sword or a shield (Aragorn, Eowyn or Gimli). Go to the equipment menu and keep alternating between equipping the two-handed sword and equipping the shield. If you look at your status menu, you’ll see that the damage rating for the sword keeps going up. However, when you leave an area, the stats will go back to normal.

#### Item Duplication Trick

This trick works if you are in a level that has a Ranger Hollow plus a Forge or a Shrine. Make sure the item that you want to duplicate is in your inventory. Save your game into all the open save slots, then quit and reload each of the extra game saves. In each of these extra game saves, toss the item you want to duplicate into the Ranger Hollow. Finally, reload your main game save. The item should appear in the Ranger Hollow three times and also still be in your inventory.

## ODDWORLD: MUNCH’S ODDYSEE

### Password

T H Q M P M D 1—Unlock Music Player

## PAC-MAN COLLECTION

### Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10

M W S—Stage 20

W H T—Stage 30

R M N—Stage 40

W L C—Stage 50

T M P—Stage 60

## LEGO STAR WARS II: THE ORIGINAL TRILOGY

### Cheat Codes

Inside the Mos Eisley cantina, walk up to the counter and press the **B** button to talk to the bartender. Select “Codes” from the menu that appears and enter any of the following passwords:

1 1 3 4 0—Unlock Sith Mode cheat

7 5 0 4 6—Unlock Jedi Spirit cheat

8 0 8 7 3—Unlock Bubble Blaster cheat

W T M—Stage 70  
B S K—Stage 80  
B T F—Stage 90  
L S T—Stage 100

### THE PINBALL OF THE DEAD

#### Passwords

Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press R at the Options menu to view the Sound Test, Movie Test and View Ending options.  
! 0 P 3 N S N D T 3 S T !—Unlock Sound Test  
M O V 1 3 P L 3 S 3 N T !—Unlock Movie Test  
S H O W M 3 N D 1 N G !—Unlock View Ending  
D O N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

### R-TYPE III: THE THIRD LIGHTNING

#### Passwords

At the main menu, highlight "Resume" and enter any of the following passwords to warp to the desired level.  
5 B D G B—Stage 2  
5 H L Q—Stage 3  
5 M G L T—Stage 4  
5 R F L X—Stage 5  
5 W D L O—Stage 6

### RAMPAGE PUZZLE ATTACK

#### Password

G J P N L P T N Q—All stages and characters

### RAYMAN ADVANCE

#### Secret Codes

At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.  
99 lives—Left, Right, Down, Right, Left, R  
Unlock all levels—Up, Left, Right, Down, Right, L  
Invincibility—Right, Up, Right, Left, Right, R  
All powers—Down, Left, Right, Left, Up, L  
25 extra Tings—R, Up, Left, Right, Left, L  
Infinite Continues  
At the "Continue!" screen, press Up, Down, Right, Left, START before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

### READY 2 RUMBLE BOXING: ROUND 2

#### Secret Characters

Enter the following codes at the main menu and you will unlock the following three hidden characters. You'll hear a cheer to confirm each code:  
Michael Jackson—Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L + R simultaneously  
Rumbleman—Highlight the word "Championship," then press Left, Left, Right, Left, Right, Right, Left, Right, Left, then L + R simultaneously  
Shaquille O'Neal—Highlight the word "Survival," then press Left, Left, Left, Left, Right, Right, Left, Left, Right, then L + R simultaneously

### REIGN OF FIRE

#### Password

9 X L ? G S B ? 8—See the credits (this code also unlocks all of the levels at the Rankings menu)

### THE REVENGE OF SHINOBI

#### Password

6 7 M B - F N N G - V L & Y - F W Z 5—Unlock all stages

### ROBOTECH: THE MACROSS SAGA

#### Cheat Codes

Enter these codes at the title screen, while the words "Press Start" are flashing. You will hear the sound of a chicken clucking every single time you enter a code correctly.  
Unlock all missions—Up, Down, Up, Down, L1, R1, L1, R1  
Infinite lives—Right, Right, Right, Up, Up, L1, L1  
Maximum upgrades—Up, Right, Down, Left, R1, L1, L1  
All characters—Down, Down, Down, Down, Down, R1, R1

### THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions  
While you are in the "Options" menu, select "Set Password", and then input the following Simpsons character icons in this order: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

### SONIC ADVANCE

#### Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

### SPYRO 2: SEASON OF FLAME

#### Infinite Lives

At the title screen, press Left, Right, Left, Right, Right, Up, Down, B. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

### STAR WARS: JEDI POWER BATTLES

#### Password

Choose "Resume Game" from the main menu and enter the password "5PT80KW" to unlock all levels for all characters.

### SUPER MONKEY BALL JR.

#### Cheat Codes

Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.  
Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen—Down, Down, Up, Up, Left, Right, Left, Right, B, A

Blocky graphics with improved frame rate—Left, Left, Right, Right, Down, Down, A  
Display "Nice Try" message—Up, Up, Down, Down, Left, Right, Left, Right, B, A

### SUPER PUZZLE FIGHTER II

#### Play Against Devilot

To play against Devilot in Arcade Mode, you must accomplish five different things:  
1. Defeat an opponent within one minute in one round.

2. Have at least one Super Combo.  
3. Have a "Max. Chain" of 4 or more.

4. Have a "Max. Power Gem" of 20 or more.

5. Reach Stage 7 without using any continues.

#### Play Against Dan

To play against Dan in Arcade Mode, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.  
2. Never perform a Super Combo.  
3. Have a "Max. Chain" of 3 or less.  
4. Have a "Max. Power Gem" of 18 or less.  
5. Use at least one continue before reaching Stage 7.

#### Secret Characters

Each of the following codes works at the character-select screen in Arcade Mode or in the Link Battle mode:

Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, A, Right, B, Right, A, Up, Left

Disable blood effects—Hold R, press B, Left, Up, Down, Left, START, START (enter the code again to turn the blood effects back on)

Spider-Man Super Wall Rides—Hold R, press Right, A, Down, B, A, START, Down, A, Right, Right, A

Spider-Man (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, A

Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A

Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A

Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A

Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A

Hsien-Ko's sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, A

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A

Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A

#### Secret Characters (Versus Mode)

Each of the following codes works at the character-select screen in Versus Mode:

Hsien-Ko's sister (Player 1 only)—Highlight Morrigan, hold SELECT, press Right, Right, L

Anita (Player 1 only)—Highlight Morrigan, hold SELECT, press Right, Right, L

### TEENAGE MUTANT NINJA TURTLES 2: BATTLENEKUS

#### Passwords

D D R S M 5 R—Unlock Course 16 in battle mode  
R D L S D M D—Unlock Course 16 in race mode  
S M R D L M L—Unlock Map 17 in battle mode

### M D S M S D M

—Unlock Course 17 in race mode  
L M S L S R S—Unlock Map 18 in battle mode  
S R M L D D R—Unlock Course 18 in race mode

### TERMINATOR 3: RISE OF THE MACHINES

#### Passwords

N R B G B—Level 2: Freeway System  
R W H G K—Level 3: I Loved L.A.  
N G G G C—Level 4: Future CRS  
B M F G T—Level 5: Robot Factory  
L R H G F—Level 6: Encounter  
N R P G D—Level 7: Graveyard  
R L P G J—Level 8: CRS Compound  
L W R G H—Level 9: Test Area  
J G S G T—Level 10: Give Me Shelter

### TETRIS WORLDS

#### "Popular" Mode

Choose "Marathon" from the main menu, then hold L and press SELECT at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

### TONY HAWK'S PRO SKATER 2

#### Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:  
Change all of the blood and grinding "spark" effects to smiley faces—Hold R, press START, A, Down, B, A, Left, Left, A, Down (enter the code again to disable it)  
"Paused" Menu Cheats

Press START during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

Unlock Spider-Man as a playable character—Hold R, press Up, Down, Down, Left, Right, Left, Right, B, A, START

Unlock Mindy as a playable character—Hold R, press A, Left, Left, Up, Right, B, A, START

Get enough money to unlock all of the game's levels—Hold R, press A, START, A, Right, Up, Up, Down, Down, Up, Down

Zoom in and out repeatedly—Hold R, press Left, A, START, A, Right, START, Right, Up, START (enter the code again to disable its effects)

Set the stage timer to 0:00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free Skate mode)

#### Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:  
Unlock all of the cheats at the Options menu—Hold R, press B, A, Down, B, A, START, START, B, A, Right, B, Right, A, Up, Left

Disable blood effects—Hold R, press B, Left, Up, Down, Left, START, START (enter the code again to turn the blood effects back on)

Spider-Man Super Wall Rides—Hold R, press Right, A, Down, B, A, START, Down, A, Right, Right, A

Spider-Man (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, A

Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A

Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A

Devilot (Player 1)—Highlight Felicia, hold SELECT, press Left, Left, Left, Down, Down, Down, A

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A

Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A

Hsien-Ko's sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, A

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A

Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A

#### Secret Characters

Each of the following codes works at the character-select screen in Versus Mode:

Hsien-Ko's sister (Player 1 only)—Highlight Morrigan, hold SELECT, press Right, Right, L

Anita (Player 1 only)—Highlight Morrigan, hold SELECT, press Right, Right, L

Geena, Zach, Zach, Brandywine—Wild Style performance

Brandywine, Addie, Addie, Zach, Zach—Addie teams with Maris and Cranberry

Brandywine, Zach, Geena, Ben—Addie's performance

Brandywine, Geena, Addie, Ben—Party preparation

Brandywine, Geena, Geena, Zach—Addie finds out punch is contaminated

Ben, Zach, Ben, Addie—Security Sneak mini-game

Ben, Addie, Zach, Brandywine—Addie plays a set with the Roundabouts to save the day

Zach, Brandywine, Addie, Addie—Game ending

Geena, Ben, Addie, Ben—Credits

### URBAN YETI!

#### Passwords

Choose "Continue" from the main menu, and then enter any of the following secret passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island

H A M S T E A K—Mini-Game: Soup Kitchen Manager

N I T E T I M E—Level 1: Industrial Island (Part 2)

V E N G E F U L—Level 2: The City

P I N G P O N G—Mini-Game: Discus Tournament

D I N P U S T E R—Level 3: The City

Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun

C I T I Z E N S—Level 4: The Suburbs

P R O V I D E R—Mini-Game: Yeti Chicken Rancher

T O N Y G O L D—Secret cheat menu

B S W S B S W S—Weird screen

### VAN HELSING

#### Passwords

25 S M 111—St. Peter's Basilica (The Vatican)

3H M 1111—Traveling by train

46D 32M 111—Vaseria Village

5H 12W 111—Meet the werewolf

66! K6Q 211—Track the werewolf

74L KCC 311—Castle Frankenstein

82\* ID6 511—Escape from Castle Frankenstein

96P KG 611—Carriage battle

BJP KG 611—Dracula's Castle

CG5 B78 \*M1—Final level

DLS BF3 QM1—Ending credits

### WARIO LAND 4

#### Karaoke Mode

Enter the Sound Room, and then press Up + START + SELECT + L + R. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese no less!—to a special hidden CD tune. While the song is playing, you can use the following commands to modify it:

Tap Up repeatedly—Raise pitch

Tap Down repeatedly—Lower pitch

Tap Left repeatedly—Slow down

Tap Right repeatedly—Speed up

Press L or R—Toggle vocals on/off

### WOLFENSTEIN 3D

#### Secret Codes

Press START at any time during gameplay to pause, then enter any of the following codes at the Options menu:

All weapons and keys for the current level/refill health and ammo—Hold L + R and press A, B, A, A, A, A, A

Invincibility—Hold L + R and press A, A, B, A, A, A

Skip to the next floor—Hold L + R and press A, B, A, B, A, B, B, B, A (enter this code in the first level to play a secret stage)

Skip to 9th floor—Hold L + R and press A, B, A, B, A, B, B, A, A

### X2: WOLVERINE'S REVENGE

#### Cheat Codes

At the "Select Slot" screen, hold the L button and enter any of the following codes. You will hear a confirmation sound every single time you enter a code correctly.

Invincibility—Down, Up, Down, Down, Up, Down, SELECT

100 lives—Right, Right, Right, Right, Right, Right, Right, Right

Unlock all power-ups—Right, Left, Right, Left, Right, Right

Health recovers when claws are extended—Right, Up, Down, Right, Left, SELECT, SELECT

### YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

#### Bonus Stage Menu

While you are at the stage-select screen, hold down the SELECT button and then press L, L, B, A, R. Immediately after you enter this code, a secret menu should appear that will allow you to play any of game's mini-battles.



# Nintendo DS tips

## ADVANCE WARS: DUAL STRIKE

### Unlock Additional Battle Maps

Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.

### Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

## ANIMAL CROSSING: WILD WORLD

### Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

### Get a Golden Net

Catch all the bugs that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

### Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

### Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

### Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

### Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Saharah to get either a massage chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the massage chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

## BRAIN AGE

### TRAIN YOUR BRAIN IN MINUTES A DAY!

#### Secrets

- If you say "Glasses, Glasses" into the DS microphone at the title screen, Dr. Kawashima's glasses will jump up and down.
- If you hold the SELECT button when choosing "Brain Age Check" from the menu opposite the

calendar, you will be allowed to choose which three tests you'd like to take instead of having them randomly chosen for you.

- If you hold the SELECT button when choosing "Graph" from the menu opposite the calendar, you will be taken to a special menu that allows you to see the top three results (including all players) in each of the tests in the Brain Age Check as well as in the standard Training mode.

## BUBBLE BOBBLE REVOLUTION

### Classic Mode Cheat Codes

Choose "Classic Ver." from the main menu, select "1P Game" or "2P Game" and enter the following codes when the *Bubble Bobble* logo is flashing on the bottom screen:

Original Game... (Secret doors always appear)—L, R, L, R, L, R, Right, SELECT (Note: Secret doors will appear in Round 20, 30, 40 and 50 if you reach those rounds without losing a life. With this code in place, the doors will always appear even if you lose a life before you reach those rounds. The first three doors lead to secret treasure rooms; the door in Round 50 is a warp to Round 70)

Power Up! (faster bubbles and character movement)—SELECT, R, L, Left, Right, R, SELECT, Right

Super Bubble Bobble (unlock "Super" Mode)—Left, R, Left, SELECT, Left, L, Left, SELECT

### Secret Bonus Items

Get a high score in Classic mode. After you lose your last life and the name entry screen appears, enter one of the following codes as your name:

K T T	S T R
...	T A K
S E X	N S O
I, F	K I M
M T J	Y S H

Without exiting Classic mode, start a new game at Round 1. The second power-up that appears after the ice cream sundae will be a special item. If you touch the special item, you will receive one of two different bonuses: Either items will fly across the screen and turn your enemies into diamonds, or the bubbles that remain on the screen when you defeat the last enemy in Round 1 will change into special items.

## BUST-A-MOVE DS

### Unlock Sound Player

At the main menu, press SELECT, A, B, Left, Right, A, SELECT, Right; an option will appear that allows you to listen to the game's music.

## CARS

### Cheat Codes

Enter any of the following codes at the title screen; you will hear a confirmation sound each time you enter a code correctly and you will automatically be taken into the main menu of the game.

Unlock Ramone Style mini-game—Up, Down, Up, Down, A, B, X, Y

Unlock all mini-games—Up, Up, Down, Down, Left, Right, Left, Right, B, A

## CASTLEVANIA: DAWN OF SORROW

### Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

## THE CHRONICLES OF NARNIA

### THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu before you start or continue a game. You'll hear a sound to confirm each code.

Invincibility—A, Y, X, B, Up, Up, Down, Down, A, A, A

Stronger attacks—A, Up, B, Down, X, X, Y, Y

Stronger weapons—Left, Up, A, B, Right, Down, X, Y

Max. money—Up, X, Up, X, Down, B, Down, B

Max. stats—Left, B, Up, Y, Down, X, Right, A

Get armor—A, X, Y, B, Up, Up, Up, Down

## DRAGON BOOSTER

### Cheat Codes

Choose "PassWord" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols by numbering them from left to right according to the following legend:

1—Penn Racing symbol (gold), back row

2—Dragon Eye symbol (black), front row

3—Dragon Flares symbol (red), back row

4—Army of the Dragon symbol (purple), front row

5—Grip of the Dragon symbol (dark green), back row

6—Prophets symbol (orange), front row

7—Inner Order symbol (dark blue), back row

8—Dragon Fish symbol (light blue), front row

9—Dragon Wind symbol (white), back row

10—Will of the Dragon symbol (brown), front row

11—Mechanists symbol (gray), back row

12—Keepers symbol (light green), front row

13—Voice of the Dragon symbol (cyan), back row

Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.

9, 13, 6, 5, 12—Unlimited sprint meter

8, 9, 7, 10, 5, 13—999,999 dracles (money)

2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon

12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beau

12, 13, 5, 8, 11—Obtain Green Charging Gear

9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear

13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph

1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged

11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run

7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi

## DRAGON QUEST HEROES: ROCKET SLIME

### Tank Codes

At any time after you unlock the multiplayer tank battles (by rescuing Flantenna), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, L, Y, R, R, Y, Up, Down, SELECT—Unlock Knightro tank

Y, R, R, Up, L, L, Y, Down, Down, Down, Y, SELECT—Unlock Nemesis tank

## FEEL THE MAGIC: XY/XX

### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20

Insert *Chu Chu Rocket!* cartridge—Unlock Maniac Head Piece 20

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

Disappearin Bikini

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

## FROGGER: HELMET CHAOS

### Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

*Frogger's Journey: The Forgotten Relic*—Unlocks Punk costume

*Frogger's Adventures 2: The Lost Wand*—Unlocks Pirate costume

## KIM POSSIBLE: KIMMUNICATOR

### Cheat Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.

Refill health—A, A, Y

Invincible to enemy attacks—Y, Y, X, A, B

One extra life—A, A, Y, X, Y

99 lives—A, A, Y, X, Y, B, A

9,999 electronic parts—Y, X, B, A, Y

Max. gadgets/medkits—Y, Y, X, B, A, Y

Unlock all missions—X, Y, X, A, B

Unlock all outfits—B, A, X, Y, A, B

## KIRBY: CANVAS CURSE

### Secret Characters

• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• Dededo Ball—After you unlock the Waddle Dee Ball, you can buy the Dededo Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• Dededo Ball—After you unlock the Dededo Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• Waddle Doo Ball—After you've beaten the game at least once, insert *Kirby and the Amazing Mirror* or *Kirby: Nightmare in Dreamland* into the Game Boy Advance cartridge slot of your DS. When you start a game of *Kirby: Canvas Curse*, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

### Jump Game Medal

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

## NEW SUPER MARIO BROS.

### Play as Luigi

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm that you have entered the code correctly.

### Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press START to pause the game and press L, R, L, R, X, Y, Z at the pause menu. A message will appear to confirm the code. In Secret Challenge Mode, the screen scrolling works as it did in the original *Super Mario Bros.*; i.e. you can't go back in the direction from which you came.

### Fireworks

To trigger the fireworks that appear when you touch the flagpole at the end of a stage, make sure that the last two digits of the timer are the same number (i.e. 99, 88, etc.) at the exact instant when Mario or Luigi touches the flagpole. If your timing is right, you will be rewarded with explosions equal to that number. Since each explosion is worth 4,000 points, you can

get a total of 36,000 extra points at the end of each stage instead of the maximum of 8,000 points earned by just hitting the top of the flagpole. Activating fireworks also triggers a Toad House to appear at each stage's starting point, with a reward inside that is also determined by the last two digits of the timer. If the numbers are 11, 22 or 33, you'll find a random power-up inside the Toad House that appears. If they're 44, 55 or 66, you'll get a 1-Up, and if they're 77, 88 or 99, the Toad House will contain a Mega Mushroom.

#### Unlock Worlds 4 and 7

Upon reaching World 2 and World 5, you will notice that there are alternate paths out of these levels leading to World 4 and World 7, respectively. Defeating the castle boss of World 2 or World 5 will unlock the upper path leading out of the World. In order to unlock the lower, alternate path out of each World, you'll need some preparation in the form of Mini Mario. Either snag a Mini Mushroom from the final castle of World 2 or World 5, or bring a Mini Mushroom with you and defeat the boss as Mini Mario. After beating the castle boss, Mini Mario will notice the lower path leading out of the castle and the alternate path will be unlocked. You can also use the appropriate warp cannons to travel to these levels (see "Unlocking Warp Cannons").

#### Unlock Warp Cannons

There are five warp cannons in *New Super Mario Bros.*, and each one leads to a different world. Here's how to unlock them:

**World 1 Warp Cannon (World 1-Tower)**—In the room where you collect Coin 3, jump over to the right wall, but don't enter the door. Instead, hop onto the block just above you and walk through the hole. You'll need Shell Mario to break through the blocks in the next room, so be sure to bring a Blue Koopa Shell with you.

**World 2 Warp Cannon (World 2-A)**—To unlock this warp cannon, you must enter the area which contains Coin 3 in World 2-A. After obtaining the Coin, take the warp pipe to reach the alternate exit and unlock the warp cannon.

**World 3 Warp Cannon (World 3-Ghost House)**—Activate the first ! Switch block and ascend the stairs above you. Continue past the first door and hit the second ! Switch block, then use the moving platform to jump up to the stairs and run further to the right, all the way to the far wall. At the bottom of the stairs there, hit the brick to reveal the third ! Switch block and get ready to run! You must quickly go back up the stairs, over the gap and down the stairs to your left where the second ! Switch block is. If you make it there while the third switch is still activated, you'll see another door next to the second switch. Enter this door and you'll be transported to the alternate exit, unlocking the warp cannon on this stage.

**World 4 Warp Cannon (World 4-Ghost House)**—This door is in the same area as the third Coin on this stage, so you'll have to bring Mini Mario with you to get up there. In the second section, run to the right until you see the green pipe that leads to the exit, but don't go in. As Mini Mario, jump up on top of the pipe, then wall-jump as high as you can against the pipe and move to the right. There will be a ledge that you can reach in the upper right corner of the room. Once on the ledge, wall-jump back and forth up the small tunnel until you get to the door. Enter the door and cross the flagpole to complete the stage, unlocking the path to the warp cannon.

**World 5 Warp Cannon (World 5-Ghost House)**—Just above the door that leads to the second Coin, there is a row of three bricks. Stand on the bricks and jump straight up; you'll hit an invisible block above each one. Jump up onto the newly visible block in the center, then jump straight up to reveal a climbing vine (if you're Super or Fire Mario, you'll have to duck while jumping to find it). Climb the vine and wait for the boxing ghost at the top to clear the bricks for you, then enter the door. You'll then find yourself on an elevator platform. Stand on the platform as it rises and wait as it ascends past the jack-o'-lanterns, shakes back and forth, and then drops back to the bottom. After the drop, it will quickly rise back up to the top and take you straight to the exit door, leading to the flagpole and the path to the warp cannon.

**Toad Houses, Alternate Paths and Hidden Levels**—In addition to the warp cannons, there are several hidden paths, stages and Toad Houses that can be unlocked by taking alternate exits out of specific stages.

**Unlock Toad House and Alternate Path to Tower in World 1 (World 1-2)**—Take the alternate green pipe exit (where Coin 3 is located) to open the path to the red Toad House and a shortcut to the first Tower.

**Unlock World 2-A (World 2-3)**—In the second section, hit the ? block to raise the water level. Swim upward into the next room and hit the second ? block to further raise the water level, allowing you to exit the room via the upper right corner. This leads to the alternate exit, unlocking the path to World 2-A.

**Unlock Toad House in World 2 (World 2-4)**—You'll need a Mini Mushroom to access this path. Past the first Coin, there's an area filled with pipes, Piranha Plants and water. Use your Mini Mushroom and drop down into the water, then run to the left; you'll find a small pipe that leads to the alternate exit, opening a path to the red Toad House at the bottom of the map.

**Unlock World 3-B (World 3-2)**—Just past the first Coin, you'll need to ride an orange mushroom to continue through the stage. As you begin the ride, you should see three pipes jutting out from the top of the stage, colored red, yellow and green. Jump up into the green pipe and you'll be warped to an area with a Spin block and a P Switch block. Hit the Switch block, collect the coins in this room and go down the green pipe on the right. Make your way through the sea of wild orange mushrooms here and at the end you'll find the alternate exit to this stage, unlocking the path to Stage 3-B.

**Unlock Toad House in World 4 (World 4-1)**—While riding the blue sea monster, you'll see a group of bricks with a ? block on each end. Jump from the head of the beast onto the bricks and jump directly in the center to hit a hidden block with a vine leading up. Climb the vine to reach the alternate exit leading to the green mushroom house nearby.

**Unlock Warp Pipe in World 5 (World 5-2)**—Between the midway point and the end of the stage, look for a big ice block with two red Buzzy Beetles patrolling it, and a green pipe with a Piranha Plant coming out of the ceiling. Dodge the Beetles and kill or avoid the Piranha Plant, then jump up into the green pipe. This pipe leads to an alternate exit and unlocks the path to the warp pipe below it on the map.

**Unlock Second Warp Pipe in World 5 (World 5-B)**—You'll need to bring a Shell Mario to reach the hidden exit here. Just after the midway point, there's a spot where you can wall-jump up and then hop onto the roof to the left. Use Shell Mario to run and break the bricks to clear your way to the alternate exit and hidden teleport.

**Unlock Toad House and Alternate Path to Tower in World 7 (World 7-Ghost House)**—This one requires a Mini Mushroom. After hitting the ? switch in the first room, enter the door on the lower right. Your goal is a door on the upper left side of the room, but getting to it will be a lot harder than it sounds from this description. Use your Mini Mushroom, then activate the P Switch block in the center of the room. Run to the left, getting as much speed as possible, and jump up to the higher path. When you see the blue wall of bricks, wall-jump off of it and to the right, as high and as far across as you can get. You should be able to reach the ledge above you and the door sitting upon it if you can wall-jump before the P Switch block's effect ends. Enter the door and hop onto the flagpole to exit the stage and unlock the path to a Toad House and a shortcut to the Tower.

**Unlock Toad House and Alternate Path to Castle in World 7 (World 7-4)**—For this one, you'll need another Mini Mushroom. In the upper left corner of the stage, there's a Flying ? block to the left of the third Coin. Use your Mini Mushroom, then use a Spin block to jump up onto the flying block. From the flying block, jump up and to the left into the small crevice just above you, then jump from the crevice up and back around to the left again to get over the cliff. Once you're over, jump up into the small pipe you find there and you'll be brought to the alternate exit. Once you've crossed the flagpole, the path to a Toad House and a shortcut to the Castle will open.

**Unlock World 7-A (World 7-5)**—Just before the end of this stage, in front of the giant Bullet Bill cannon, there is a pyramid of blocks with a Bob-omb pacing atop it. Stomp the Bob-omb and place him on the left side of the bricks, two levels from the top; then carefully run to the left one screen and grab the Bob-omb there before it walks into the pit. Place it in the space you just cleared with the first Bob-omb, and if your bombing skills are up to snuff, you'll blast open the path to the green pipe below. Enter the pipe, collect your coins and take the green pipe on the right to find the alternate exit. Hopping this flagpole unlocks the path to Stage 7-A.

**Unlock World 7-7 (World 7-6)**—At the midway point for this stage, you'll see two rows of bricks with two Koopa Paratroopas underneath. Break the top row of bricks, then hit the center brick in the bottom row to reveal a vine. Climb the vine to enter a new area with another orange

mushroom for you to ride across the stage. At the end of your ride, there will be a green pipe extending from the top of the screen; hop up into it to find the alternate exit to this stage. Exiting here unlocks Stage 7-7.

#### NINTENDOGS

##### Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

##### Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

##### Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

#### PING PALS

##### Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that exact second. When the game starts, check the item shop to find the Shantae Background available for sale.

#### PUYO POP FEVER

##### Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press Up, Down, Left, Right. You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

##### Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press Up, Down, X, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

##### Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

##### Classic Pattern

If you hold the X button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

##### Computer Control

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.

##### Bonus Pictures

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

##### Microphone Trick

- If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo

will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyos on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

##### Secret Mini-Game

If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice). Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

#### RESIDENT EVIL: DEADLY SILENCE

##### Special Key

If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.

##### Master of Knifing

Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing."

##### Rocket Launcher

If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.

Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

#### THE RUB RABBITS!

##### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear on the screen to confirm what has been unlocked.

##### Insert Sonic Advance cartridge—Unlock 04 accessory in Maniac Dress-Up

##### Insert Puyo Pop cartridge—Unlock 05 accessory in Maniac Dress-Up

Insert Sonic Battle cartridge—Unlock 06 accessory in Maniac Dress-Up

##### Insert Space Channel 5 cartridge—Unlock 06 accessory in Maniac Dress-Up

##### Insert Chu Chu Rocket! cartridge—Unlock 07 accessory in Maniac Dress-Up

#### SPIDER-MAN 2

##### Unlock All Special Moves

If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

#### SUPER PRINCESS PEACH

##### Toad Mini-Game

At the "Press Start" screen, hold the R button and press START. You will enter a weird mini-game where your objective is to control Toad and push other Toads off of the screen.

#### TEENAGE MUTANT NINJA TURTLES 3

##### MUTANT NIGHTMARE

##### Cheat Passwords

At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:

D D R M L R D S—Changes Life icons into pizza icons

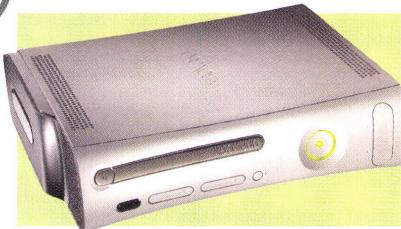
L L D M S R M D—Changes Crystals into Santa Claus icons

S R D S L L M S—Changes Crystals into Easter egg icons

D R S S M R L D—Changes Crystals into jack-o'-lanterns







# XBOX 360 tips

**AMPED 3****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Unlock all build objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB

Unlock all music—Up, Left, RT, RB, RT, Up, Down, Left, Y, LT

Unlock all clothing, gear, costumes and awesomeness—Y, Down, Up, Left, Right, LB, Right, RT, RT, RB

Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

No computer-controlled boarders/skiers—X, X, LB, Down, Right, Right, Up, Y, Y, LT

Super spins—X, X, X, Y, Y, X, Y, Y

**BATTLEFIELD 2: MODERN COMBAT****Earn All Weapons**

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

**BLAZING ANGELS: SQUADRONS OF WWII****Main Menu Cheat**

At the main menu, hold LT + RT and press X, LB, RB, Y, RB, LB, X to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

**Pause Menu Cheats**

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, Y

Increase damage—Hold LT and press LB, RB, release LT, then hold RT and press RB, RB, LB

**CALL OF DUTY 2****Unlock All Levels**

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y.

**CONDENMED: CRIMINAL ORIGINS****Unlock All Levels**

Create a new Gamer Profile with the name ShovelFighter on your Xbox 360. Sign in to this profile and choose "Load Chapter" from the main menu and you'll be able to select any level.

**FIGHT NIGHT: ROUND 3****Unlock All Venues in Free Play Mode**

Select "Create Champ" at the main menu; then, under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name.

**FULL AUTO****Unlock All Vehicles, Tracks and Weapons**

From the Xbox 360 Dashboard, create a new Gamertag named "magician". Start up Full Auto while signed in to this Gamertag and all tracks, vehicles and weapons will be unlocked all game modes.

**THE GODFATHER: THE GAME****Cheat Codes**

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left, Thumstick

Refill ammunition—Y, Left, Y, Right, X, Right, Thumstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, Left Thumstick.

**MAJOR LEAGUE BASEBALL 2K6****Cheat Passwords**

Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:

Last Chance—Fielders can scan any wall

Crazy Hops—Balls spring off the ground higher than normal

Gotcha—Enhanced throwing power for fielders

Unhittable—Pitches curve and break in a dramatic fashion

Derek Jeter—Unlock everything

**NBA 2K6****Cheat Passwords**

Enter the following codes by accessing the "Codes" option from the Features menu:

ballers—Unlock Celebrity Street Option

nba2k6—Unlock 2K Team

2ksports—Unlock 2K Sports team

vteam—Unlock VC team

31andonly—Unlock 2005-06 Pacers uniform

bos 2nd—Unlock Celtics Secondary uniform

clt 2nd—Unlock Cavaliers Secondary uniform

det 2nd—Unlock Pistons Secondary uniform

sac 2nd—Unlock Kings Secondary uniform

den 2nd—Unlock Nuggets Secondary uniform

chi 2nd—Unlock Bulls Retro uniform

hou 2nd—Unlock Rockets Retro uniform

la 2nd—Unlock Clippers Retro uniform

mem 2nd—Unlock Grizzlies Retro uniform

mia 2nd—Unlock Heat Retro uniform

nj 2nd—Unlock Nets Retro uniform

no 2nd—Unlock Hornets Retro uniform

ny 2nd—Unlock Knicks Retro uniform

orl 2nd—Unlock Magic Retro uniform

phx 2nd—Unlock Suns Retro uniform

sea 2nd—Unlock Sonics Retro uniform

was 2nd—Unlock Wizards Retro uniform

kobe—Unlock Nike Zoom Kobe 1 shoes

czarlyft—Unlock Nike Shox MTX shoes

lebronsummerkicks—Unlock Nike Zoom 20-5 shoes

anklebreakers—Unlock Nike Up Tempo Pro shoes

**PowerBar Cheat Codes**

Enter the following codes at the PowerBar vending machine inside the Crib:

lockdown—Unlock +10 Defensive Awareness cheat

getacue—Unlock +10 Offensive Awareness cheat

noinjury—Unlock Max Durability cheat

nrgmax—Unlock Unlimited Stamina cheat

pbink—Unlock PowerBar tattoo in the Create Player mode

**NEED FOR SPEED: MOST WANTED****Cheat Codes**

Enter the following codes at the title screen:

Unlock the Castrol SYNTEC version of the Ford GT—Left, Right, Left, Right, Up, Down, Up, Down

Unlock the Junkman engine in the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Up

Unlock a Marker in the Backroom of the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down

Unlock the Burger King Race in the Challenge Series—Up, Up, Down, Down, Left, Right, Left, Right

**NHL 2K6****Cheat Code**

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use LT or RT to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note: only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

**PETER JACKSON'S KING KONG: THE OFFICIAL GAME OF THE MOVIE****Cheat Codes**

At the main menu (the one that says "Play," "Options" and "Extras"), hold LB + RB + LT + RT, press Down, Up, Y, X, Down, Down, Y, Y, then release LB + RB + LT + RT. A new "Cheat" option

will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/uppercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

Grosbras—One-shot kills

KK 999 mun—Unlimited ammo

lance 1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtigun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

# 8 2 9 4—Give Taxi cheat  
# 8 7 2 9 9 6 2 7 8 3 7—Give Traxmaster cheat  
# 2 6 7 6 6 7—Give Cosmos cheat

# 3 3 7 8 4 6 9—Give Destiny cheat

# 5 8 7 8 4 2 3—Give Justice cheat

# 5 6 6 6 3 6—Give Komodo cheat

# 6 6 7 3 2 3 7 4—Give Nordberg cheat

# 7 8 6 8 2—Give Quota cheat

# 7 3 2 7 3 7—Give Reaper cheat

# 8 4 8 2 6—Give Titan cheat

# 8 6 7 8 3 9—Give Vortex cheat

# 2 6 2 8 5 2 6 3—Give Ambulance in your garage

# 2 6 8—Give Ant cheat

# 3 2 4—Give FBI cheat

# 4 6 5 9 9 6 6 3—Give Hollywood cheat

# 8 4 3 5 6 2—Give The Job cheat

# 4 2 6 3 7 8 6 7—GameStop cheat

# 8 6 9 3 5—Give Voxel cheat

# 6 3 5 7 6 6—Give Nelson cheat

# 9 4 7 2 6 6—Give Zircon cheat

# 9 4 6 6 7—Give Zimcos cheat

# 7 4 2 6 2 4 3 8—Give Ricochet cheat

# 5 2 3 8 3 7 9—Give Lafuerza cheat

# 6 6 2 5 4 6 4 2 4 7 3—Give Mockingbird cheat

# 7 8 4 5 3 8 8 6—Give Stiletto cheat

# 3 4 7 9 6 5 3—Give Eiswolf cheat

# 9 6 6 5 2 4—Give Zomkha cheat

# 8 3 6 6 6—Give Venom

# 9 3 7 8 2 8 7 9—Give Westbury cheat

# 4 2 6 6 4 2 2 5—Give Hannibal cheat

# 7 2 9 2 2 7 8 3 7—Give Raycaster cheat

# 3 3 5 4 8 3 7 9—Give Delivery Truck cheat

# 7 6 2 4 2 5 4 8 3—Give Socialite cheat

# 8 4 6 7 6 4 6 6 3—Give Thorogood cheat

# 8 2 7 7 4 8 9—Give Varsity

# 7 2 6 7 2 4 3—Give Rampage cheat

# 7 8 2 5 8 7—Give Ruckus cheat

# 7 5 4 6 4 7 4 6 8—Give Slingshot cheat

**TIGER WOODS PGA TOUR 06****Cheat Passwords**

Choose "Options" from the main menu, then select "Password" and enter the following:

victory—Unlock Vijay Singh in all modes

its in the g a m e—Unlock all golfers

e y e c a n d y—Unlock all courses

g o l f i s f u n—Unlock EA Sports Gold Collection

c l u b s 1 1—Unlock all gold clubs

**TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER****Unlock All Missions in Campaign Mode**

Choose "Missions" from the Campaign menu.

At the Missions menu, hold LT + RT + BACK and press Y, RB, Y, RB, X.

**Cheat Codes**

During gameplay, pause the game, then hold LT + RT + BACK and enter the following codes:

Invincibility—Y, Y, X, RB, X

Team invincibility—X, X, Y, RB, Y, LB, Y

Infinite ammo—RB, RB, LB, X, LB, Y

Restore Mitchell's health—LB, RB, X, RB, X, Y

**TONY HAWK'S AMERICAN WASTELAND****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.

grindxpert—Perfect rail balance

hitchard—Perfect skid balance

2wheels!—Perfect manual balance

2themoon—Moon gravity

thecondor—Unlock Mat Hoffman

**X-MEN: THE OFFICIAL GAME****Cheat Codes**

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—Right, Right, Left, Down, Up, Down, Up, START

Unlock Wolverine's Danger Room Challenge—Down, Down, Up, Up, Right, Left, Right, START

Unlock Nightcrawler's Danger Room Challenge—Up, Up, Down, Down, Left, Right, Left, Right, START



## ACTION REPLAY CODES

Codes for use with Action Replay MAX Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube and Game Boy Advance)



### PlayStation 2

#### LEGO Star Wars II: The Original Trilogy

FW3X-EDXE-QRWZ9 + 3YQ5-8QWE-RFT35—[M] Must be on  
HVE3-PG51-YPCQ7 + HP4J-HZ96-RDV53 + A7QT-P45W-Y45YV—True  
Jedi/Infinite lives  
8XWW-Z8NN-CB9PP + HFVT-WVFPF-R3Z0W—Infinite studs (Player 1)  
0DY8-FUT8-79GCZ + 1FBJ-8MKC-C2KGU—Buying increases studs  
7DWL-ZW5N-ATHP8 + VGD1-5KKH-NBNW7 + JR80-PRWZ-QNDZD—  
Low game time  
*In-game cheats always on:*  
FDJQ-M99Z-B5NGP + V3FT-NNXU-7PZYP—Use old save  
XC11-7EJU-4CE7A + 8GAP-D0EK-9NN11—Extra toggle  
F851-8V74-7MY3A + P2CG-DR5E-0MNVO—Fertilizer  
Z3QW-N48W-930YY + RY1N-P5PT-533YG—Disguise  
6ZTH-AR7T-Y0JY5 + 8EWE-A1W3-734FJ—Daisy chains  
DYZJ-1QZ2-RTVXV + TAJ9-V4MX-5XK6K—Chewbacca carrying C-3PO  
6AU2-A9QM-WAXUV + AXQZ-1EMH-9W84Q—Tow Death Star  
FW1B-QPR0-4GYFM + BDE8-05A0-XF5JC—Super blasters  
9G7Q-G613-XVJAY + FK4B-FH0A-4YRK7—Fast force  
HPYV-C7NN-7924K + C6MA-XPHQ-UP7AV—Super lightsabers  
C5AJ-AMUK-J7MAU + QGYJ-2B1N-5777X—Tractor beam  
835E-MY3Z-QRXE9 + P0CZ-BF87-TUZB7—Invincibility  
94J4-URTV-5EWUG + AXYC-8QR1-5MBB5—Self-destruct  
AJKW-E3MJ-F8T49 + KC9M-AKRH-VMB04—Fast build  
VE8U-0FB8-X1A53 + JZTT-GCHY-UN161—Score x4  
CY67-14G3-60804 + W1AE-UTJW-UP37G—Regenerate hearts  
YV1K-KMRR-XF9MU + V2DY-1AX0-PP8ZW—Minikit detector  
N7GZ-UM56-6AV6U + R1CT-R0D2-W4186—Score x6  
758Q-GBWZ-K8CKP + YXY8-MD1Y-XKZUX—Super zapper  
89QE-NRV3-D2BM6 + A217-FZAQ-P6XEH—Bounty hunter rockets  
GE70-4JJC-JF2W3 + 8QJZ-3NJD-BRNFP—Score x8  
D1UM-N1XF-W042X + PEHX-25JY-1Q825—Super Ewok catapult  
7X81-Y2WJ-EU4R + NFNT-A91F-5N9P6—Infinite torpedoes  
PE3U-FCH2-FXZ0D + 3WWQ-XFJX-WJ2Y3—Score x10

#### Okami

VB1B-ZNU0-Y8V7J + DH5C-0P1T-2CGXA—[M] Must be on  
CV3G-J3B1-0QQTJ + 8BMD-FY3E-D0UJ + TJZK-98GA-0VUC6—Max.  
praise points  
2GXC-W4BG-J5CE1 + J0J2-CB1X-QHT18—Infinite health  
VRG7-PX8C-MUJZH + 81HJ-ZHGP-E30DZ—Max. health  
TZBY-UFVY-FGH07 + KN5A-4W09-HGU17 + 1ZC9-EA73-M6UV7—  
Max. ink pot  
8TJA-D814-83GV0 + AJTZ-6ZZX-BJYV4—Max. astral pouch  
3319-VUBN-MAU9N + ZV3Y-PTJX-YD45W—Max. purse  
U7QD-XRT0-3ZJB6 + NYUY-Y9RK-5EB7J + A7FP-HMQY-PCAN6—Infi-  
nite yen  
8ED0-V48N-VBYP5 + MT2P-YGBE-GD3BT—All brush powers

#### One Piece: Pirate's Carnival

M80Z-1DPJ-5EH9J + KKM0-3UC2-V5N2J—[M] Must be on  
WC4M-DE1G-ABUP7 + KC95-N4Z1-R71GJ + 63BN-ME3Y-W0WT0—  
All cards  
K0ME-G0Z8-R2W52 + 8KP4-V9BA-WGMBM—All captain games  
MFAH-P06R-43APB + YGJT-XNYP-7J56G—All normal games  
P9DY-B622-FUK45 + YJ1B-94KA-4YMC7—All middle games

#### Rule of Rose

6DQA-5XRN-B0M7M + YWW7-WEJ1-Z3Y26—[M] Must be on  
D4MN-9HK8-2P4UG + 75Q5-5PF1-3M09W—Infinite health  
XG8N-Z1R3-ZBR1J + H4PT-B974-PBA21 + ECAB-VFVC-8R73Y—All  
costumes unlocked  
QNZ8-YGUN-TUCC5 + 3J1P-88YK-CJD55 + BHPX-Z9XC-FJ4UZ—Infi-  
nite ammo/items (all slots)

#### Samurai Warriors 2

N93R-XH7F-3TAZ0 + 8EDV-688J-8Q9TD—[M] Must be on  
M3JJ-EMGP-AM882 + W59K-9VHZ-NU1UN—Infinite gold  
J1ZN-17RJ-NZQRB + PNHR-P9AN-P50YB—Infinite time (power-ups)  
F16X-W0VC-WEMCV + APNA-5P9K-N2W1F—Quick level-up

RBZV-XHVV-9V4KA—Player 1 codes:

8V16-WURX-2D1D5 + WAZP-1V4X-8RQFR + 3MFJ-QF75-ABP4M—  
Max. health  
RZZK-Z5JH-P2B5U + UDU7-2477-NVP3A + 7Y9N-23VR-TMPNQ—Infi-  
nite health  
1F14-CW07-5RQWV + 8W4F-3W4Y-213FU—Max. Musou  
CCJ9-8Q6T-3T8GZ + T1YU-DW1G-30DGP—Infinite Musou  
2R97-BJ0H-8UC0G + WJNM-E8FU-9M21B—999 kills  
GK1D-DUYC-RZ7VF + 92Z3-R4YB-MP667—9,999 kills  
MVX4-Y59Y-41MD6 + 3YET-WD1K-KK3K2—All characters

### GameCube

#### LEGO Star Wars II: The Original Trilogy

8BC3-3EB2-9AMR2 + 998N-BYWJ-VYB8Y—[M] Must be on  
ECF6-CNU3-AYGVH + JTF5-48KQ-2DKNH + 5N9P-AJJY-BHEJM—Infi-  
nite health  
899F-0QBG-RR0G6 + A09P-WAMJ-YW8V0 + W8GZ-W0NB-JBYTB—  
Max. health

HR66-3Q86-5A8QM + HZD0-CYD2-EY02R + G8K9-7TC0-954V5—  
Quick stud gain (in level)

39J1-MNGG-QCJ6U + MADP-99DY-78BQ9—Max. overall studs

#### EPISODE IV: CHAPTER 1 Codes:

NNAE-0AE4-H1QWN + CPPP-V0J5-QYAHU—Story unlocked  
H7WU-VHBE-BFAC0 + U249-Q6F4-1Y8XC—Free play unlocked  
TUMQ-VMG3-NNT24 + VKH8-K383-5EBG2—Story complete  
W58W-9RN9-H193W + RGBV-ZDVR-69R6V—Free play complete  
GDU8-5PXF-W4WTU + U3DG-VCNK-24TYV—Gold Brick complete  
XWNP-FQUZ-4M02W + 026F-VHEY-M9Y93—All Mini-Kits  
2F0H-YF23-R5X1E + Y0F0-9004-CRZ09—Red Brick complete

#### EPISODE IV: CHAPTER 2 Codes:

AT0R-YMRC-13H9H + BRHN-687W-ENC86—Story unlocked  
X0T9-34Y8-D76DJ + 239E-H33H-A9A3X—Free play unlocked  
06AR-BEPH-6DZAD + 7RBM-1EP6-AXN22—Story complete  
0TCQ-61DA-K3C18 + Q1FM-K9YB-8P7DU—Free play complete  
APH9-3JAG-30FC9 + QJV9-V4MA-XCBW7—Gold Brick complete  
RHFH-V1JY-2PZC5 + 5AFD-FD42-497W4—All Mini-Kits  
130Q-W37R-U607N + 5GE5-15WU-ATDEF—Red Brick complete

#### EPISODE IV: CHAPTER 3 Codes:

XB8V-J3ZP-032XG + EZY6-NRW3-AYV1D—Story unlocked  
8W7H-RUAR-MU4TN + R6EA-0U7V-BAWJP—Free play unlocked  
0FMW-U6XA-8UHGW + 94TT-U2G3-WP6YH—Story complete  
BJCN-CN5J-08854 + 1G2G-N22X-A4UEX—Free play complete  
65JY-UKTT-M11WE + 9BY8-ZQNK-FMG2T—Gold Brick complete  
P89X-M9Z2-1E9M0 + TB16-B3PR-T5Q8R—All Mini-Kits  
M5YY-U9F1-QW4T1 + 54C0-AYG3-EJTYC—Red Brick complete

#### EPISODE IV: CHAPTER 4 Codes:

3G50-NY7Z-TA30T + RHD7-65XD-92MVR—Story unlocked  
V15X-KHPB-Y54JT + D8N0-164U-4NP92—Free play unlocked  
MEH5-VGK5-R84YT + 1JV9-M8J5-BY6Y7—Story complete  
ZZED-XNHE-UECJF + EF3M-2HYB-V0G7W—Free play complete  
UGB2-NUHB-WRT2H + 9M7E-RJCZ-RU7F4—Gold Brick complete  
J40V-NYY4-Z081V + RWTT-TC4C-0MMQE—All Mini-Kits  
Q5GV-Z508-FNXCH + 0GNA-ZD1J-UY7WJ—Red Brick complete

#### EPISODE IV: CHAPTER 5 Codes:

6X2C-7JJ4-947CN + TG0W-9T7P-5B2X3—Story unlocked  
8N3F-ZTB4-2NHNX + 75KK-XTB3-H4Y0Q—Free play unlocked  
B7VR-NKMF-B79UW + MMK8-2Q2G9-4F88U—Story complete  
E96B-B10W-HFFKH + MXM5-4J97-J790D—Free play complete  
XTAB-2R1P-8P8EZ + 20F8-10ZT-UAN91—Gold Brick complete  
X93D-Q3H5-9M354 + TMKA-EJPU-3M111—All Mini-Kits  
NR7E-E8B4-2CKWH + NJQJ-JRFE-8CR0Z—Red Brick complete

#### EPISODE IV: CHAPTER 6 Codes:

FZBZ-7K7D-ECEPR + 17DY-XH46-19YR4—Story unlocked  
BWV0-EJTA-0K9Y4 + D811-T45W-K9QRF—Free play unlocked  
629G-UGWP-RBAGF + RB10-XQP5-ZNCKJ—Story complete  
VB21-Y108-JGTEM + 8WQ1-FV9N-P24AN—Free play complete  
ZBRK-R429-B9YDN + F6XD-TCGR-9WZ0B—Gold Brick complete  
2H1C-4WDM-XWAQJ + R697-D1XB-2X5XT—All Mini-Kits  
TKBJ-5FPY-PXJH2 + KK74-A9CW-9BFNB—Red Brick complete



DO YOU KNOW THE SECRET OF THE

# MYSTERY CODES?



## #83 LEGO STAR WARS II: THE ORIGINAL TRILOGY



**The Code:** At the Mos Eisley cantina, walk up to the counter, select "Enter Code" and enter the following code:

CL4U5H

**What We Know:** Entering this code gives you the same confirmation sound as the rest of the *LEGO Star Wars II* codes you'll find in this issue for the PlayStation 2, Xbox and GameCube. However you receive no confirmation message telling you what the code does. This code may also work in the Xbox 360 version of the game, but we didn't have a chance to test it before this issue went to press. What is the purpose of this code? Can you solve the mystery?



## #84 GUN: SHOWDOWN



**The Code:** Choose "Profile" from the main menu, then select "Name" and enter the following name:

soapy

**What We Know:** After entering this code, you'll receive a confirmation sound and a small "cheat" icon will appear on the left side of the menu. This is similar to the confirmation that you receive when you enter the known *Gun: Showdown* codes as seen in this month's PSP *Tips* section. Unfortunately, we have no idea what this icon represents. Can you solve the mystery?



**Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.**

**MYSTERY CODE  
SOLVED!**

Congratulations to Anthony Carboni of Fort Wayne, Indiana, for being the first person to correctly solve Mystery Code #80 for *NASCAR 07*, as seen in issue #141. After entering "TheMan" "InBlack" as your driver's first and last name (respectively), the Dale Earnhardt Platinum Chase Plate will become unlocked, allowing you to use the car without having to purchase the vehicle. We received several other letters correctly identifying the effects of the code, but Anthony beat them all to the punch. Great job, sir! Your *TIPS & TRICKS* backpack will arrive shortly.



## CRACK THE CODE AND WIN A PRIZE!

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap or backpack and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to the address shown here, and be sure to tell us if you prefer the cap or backpack if you should win.



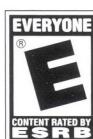
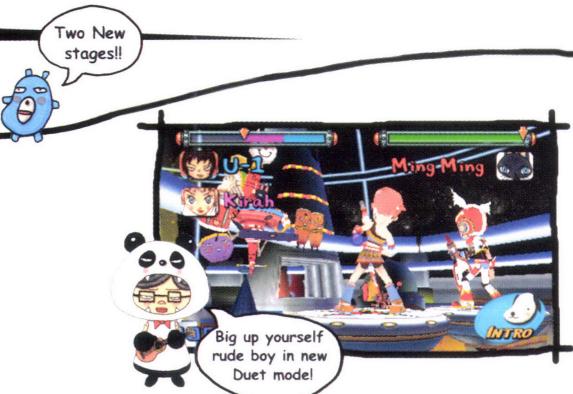
**TIPS & TRICKS Mystery Codes**  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

**TIPS & TRICKS** (ISSN 1090-641X), Volume XIII, Issue 14, December 2006. Published monthly with two exceptions (twice in May and twice in September) by LFP Publishing Group, LLC, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Copyright © 2006 by LFP Publishing Group, LLC. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and LFP Publishing Group, LLC assumes no responsibility for unsolicited material. All letters sent to *TIPS & TRICKS* will be treated as unconditionally assigned for publication and copyright purposes and as subject to *TIPS & TRICKS*' right to edit and comment editorially. **SUBSCRIPTION INFORMATION:** For subscription customer service, call (800) 621-8977. Basic annual price is \$24.95. A one-year U.S. subscription is \$19.95 (12 consecutive issues). Foreign subscriptions add \$10.00 U.S. funds per year. Single copy: \$5.99. Change of address: Allow six weeks advance notice and send in both your old and new addresses. **ATTN. POSTMASTER:** Send change of address to *TIPS & TRICKS*, P.O. Box 16868, N. Hollywood, CA 91615-9359. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to Ad Production, *TIPS & TRICKS* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. *TIPS & TRICKS* is registered in the U.S. Patent and Trademark Office by LFP Publishing Group, LLC. All other trademarks are the property of their respective owners. Printed in the USA.



www.koei.com

# Are you ready to Gitaroo?!



Visit ESRB.org  
for updated rating  
information.



PlayStation Portable



**Available Now!!!**

Gitaroo Man Lives! ©2001-2006 326/KOEI Co., Ltd. All rights reserved. Planning & Development: KOEI Co., Ltd./NiS Corporation. Gitaroo Man and the KOEI logo are registered trademarks of KOEI Co., Ltd. "PlayStation", "PS", Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are properties of their respective owners. All rights reserved.

# NO ONE IS LEFT BEHIND...



THE 7 BEST MILITARY ACTION SHOOTER GAMES  
NOW ON ONE DISC!

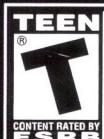
10 YEARS  
7 GAMES  
39 STRATEGIC  
MISSIONS

Available for  
the first time!

# METAL SLUG

## ANTHOLOGY

Experience intense  
Metal Slug action on the  
Nintendo Wii™ system,  
PSP® (PlayStation® Portable) system,  
and PlayStation®2 computer  
entertainment system.



Blood  
Violence

Wii™



SNK  
PLAYMORE®  
[www.snkplaymoreusa.com](http://www.snkplaymoreusa.com)

© SNK PLAYMORE "METAL SLUG" is a registered trademark of SNK PLAYMORE CORPORATION. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). TM and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.